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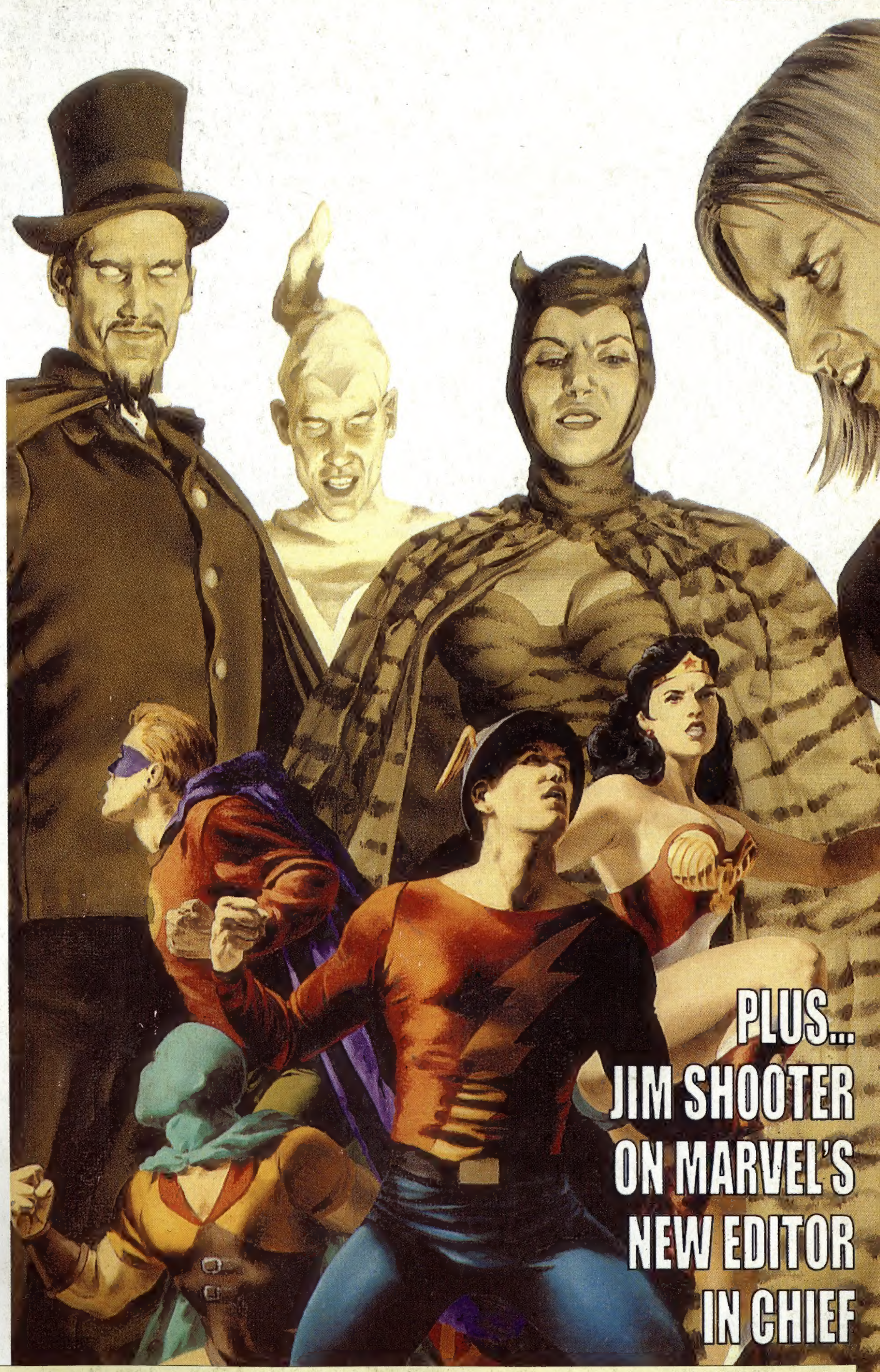
Wonder Woman



PLUS...
JIM SHOOTER
ON MARVEL'S
NEW EDITOR
IN CHIEF

No. 125 £1.25/$1.95 (Can: $3.20) OCTOBER 2000

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**A Quality Communications Magazine**

# #125 OCTOBER, 2000

## Inside this issue...

Comics INTERNATIONAL
DC CELEBRATES 60 YEARS OF JUSTICE SOCIETY
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OCTOBER 2000

**COVER:** Celebrating the Justice Society of America's 60th anniversary as the original superteam, John Watson has produced two new paintings. Our cover shows the classic Golden Age lineup, while inside you'll spot his rendition of the current team. Thanks to Titan Books we have a great tie-in competition, with copies of Les Daniels' new **Wonder Woman: The Complete History** hardcover as prizes (page 23) and a special **CI** overview of DC's forerunners to the ever-popular Justice League on page 21

## News

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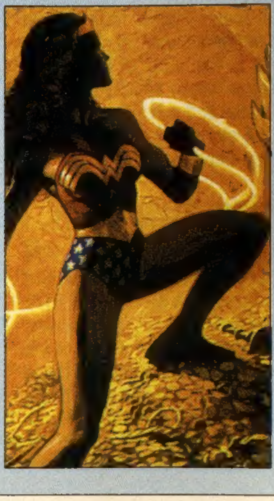

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# Sez Dez

## Editorial

***Dez Skinn***

I WAS chatting recently with a comics writer friend. High profile guy, produces a lot of stories about a leading company's top superhero. At least until a few weeks back. After moving comics out of the kiddie slot to appeal to an older crowd, publishers are now panicking that they've lost their younger readers. Bottom line was chummie being told he was suddenly too old. The editor's bizarre theory: winning back a younger audience required younger writers.

So much for history: middle aged creators were quietly selling millions of comics to kids in the '60s. But then, the editors themselves have been getting younger, often using the role as a springboard to freelance work. Gone are experienced hellfire and brimstone newspaper-style editors, such as those who made comics work so well 40 years ago. We now have an industry where creators relatives or interns land editorial jobs, and dare not risk criticising older – sometimes revered – freelancers for late or shoddy work.

But this one's an exception. Remove seasoned creators, often with a greater editorial and production knowledge than their fledgling editors, and lose their readers too. All for untested wannabees, or pals capable of little writing skill beyond hype-riddled editorial and kowtowing.

A true editor's role is not a soft number. The editor must defend the creators when accountants want to make cuts, yet must equally defend the company whenever a freelancer is critical. Consider fictional editors of recent years, TV's Lou Grant or comics' Perry White and Robbie Robertson. Their bosses – the publishers – live in awe, almost fear, of their knowledge and integrity. These editors prevent number crunchers whittling away at their lifeblood – budgets, they shape their newspapers. The staff and freelancers feel secure, knowing the rules, and that their editors will back them up to the hilt, when such is justified.

Like the captain of a ship, the editor is the one who drowns if it sinks, everybody else scrabbles for a new vessel. The readers are the passengers, they've paid for the trip. Writer and artist are the engine, powering the ship as smoothly as they are able. But sadly, today's comics captain often doesn't know how to navigate the ship, lacking the commercial finger on the pulse of popularity. The crew is uneasy, the passengers bored.

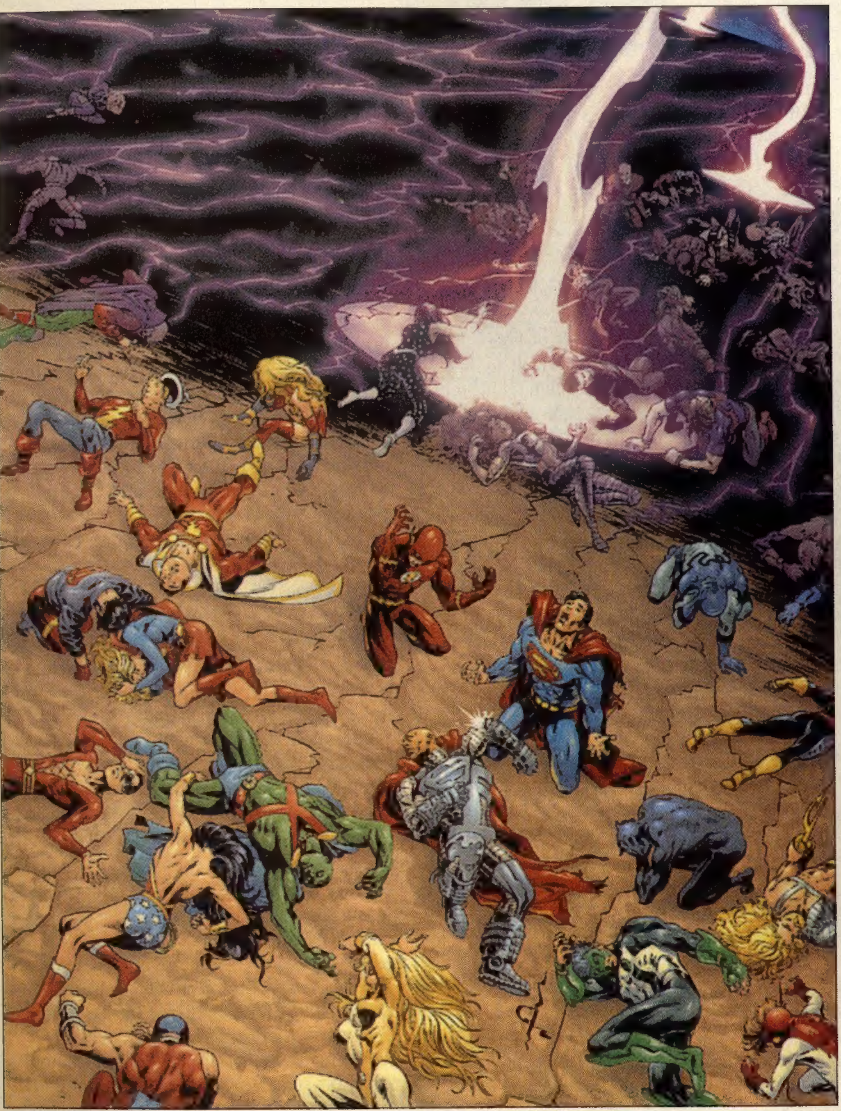
The ship's owner – the publisher – often has little interest in or knowledge of his fleet, only the bottom line, however it's achieved. There are few captains to advise him, at best only the occasional bo'sun.

Doing as he's told.

---

***Comics International*** *editor Dez Skinn's career in the industry spans 30 years. Titles he has created include* ***Doctor Who Weekly, House of Hammer, Hulk Comic, Starburst*** *and* ***Warrior****. Ex-editorial director of Marvel UK – where his Stan Lee-coined Sez Dez column had a monthly audience of over 500,000 – he has also edited titles including* ***Buster, Conan, MAD, Star Wars Weekly, 2000 AD Presents, Rogue Trooper*** *and* ***Spider-Man*** *and won over 20 Eagle Awards. His co-created* ***V for Vendetta*** *is currently optioned to Warner Bros.*

# DC risks JLA overkill with spin-offs in development by



*Above: Dave Ross and George Freeman's cover art for the first issue of **JLA: Act of God**.*

*Projects abound as contemporary version of JSA explodes into plethora of Elseworlds and DC Universe specials and miniseries*

ON THE 60th anniversary of its original superteam, DC has no less than seven **JLA** projects in development. But – to prevent a glut – it is spreading them out across the next few months.

These include a hardcover graphic novel, three miniseries, three one shots and a January event dedicated to DC's premiere superteam.

Already set to headline in its first tabloid-sized title – the September-shipping **JLA: Heaven's Ladder** – the team then appears in a hardcover graphic novel.

The 112-page **JLA: A League of One** ships on November 29. With the $24.95 volume following a year after the first **JLA** hardcover – Grant Morrison and Frank Quitely's **Earth 2** – DC may well be setting out to establish these upmarket titles as an annual tradition.

## Wonder Woman

Written and painted by Christopher Moeller, this **Shadow Empires** creator's graphic novel tells of an evil dragon awakened from its centuries-long slumber. It promptly sets out to wreak havoc on a world that has forgotten such beasts exist.

Focusing on Wonder Woman, Moeller chronicles how she learns that the team is doomed to die in battle against the creature. Setting out to alter destiny, she finds herself at odds with the very heroes she is trying to save.

## Justice Leagues

A somewhat similar theme runs through a three-week event that begins on January 17 in the 48-page **Justice Leagues** #1.

This Tom (**Hourman**) Peyer comic tells how the core members of the team are mind-wiped by the Advance Man on behalf of invading aliens. Each then goes off to form Leagues of his or her own.

Drawn by **Impulse**'s Ethan Van Sciver and Matt (**Snowman**) Martin, the special leads into four $2.50 one-shots, each by a different creative teams who spotlight the various new JLA line-ups that result.

Peyer returns to wrap up the entire story in a January 31 special. Priced $2.50, **Justice Leagues of America** #1 is drawn by **Evil Ernie**'s Justiano.

## Act of God

A fortnight before **JLA: A League of Her Own** is published, DC premieres the

# Newcomer tackles Elseworlds JLA

A FORMER student at the London Cartoon Centre is launching his comics scripting career with a high profile prestige format miniseries.

Adisakdi Tantimedh's three-issue **JLA: The Age of Wonder** is drawn by P Craig Russell and Galen Showman who worked together on **The Clowns** *[1998; art right]*, the Dark Horse adaptation of Cavallo's opera *I Pagliacci*.

Tantimedh – who wrote the script for the now in preproduction movie of Martin Millar's cult novel **Lux the Poet** – told **CI** his first comics work re-imagines the Justice League in 19th Century terms as a fin-de-siecle scientific romance.

"The idea," he explained, "Was to create an *Elseworlds* story that wasn't just about men in tights hitting each other in a different historical period, but to go back to the roots of genre and tell a science fiction alternate history with real social and political resonance the way the stories of H G Wells and Jules Verne used to do."

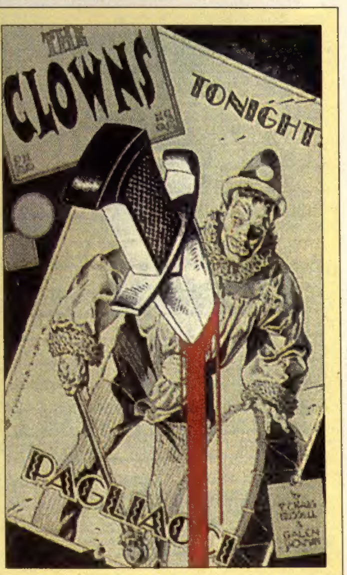
## Victorian Superman

According to Tantimedh, **JLA: The Age of Wonder** tells what would happen if Superman emerged in 1876 and – instead of becoming a superhero – decided to follow the times. As a Victorian scientist-adventurer he helps such inventors as Edison and Tesla with their work, pushing it farther than our history ever saw.

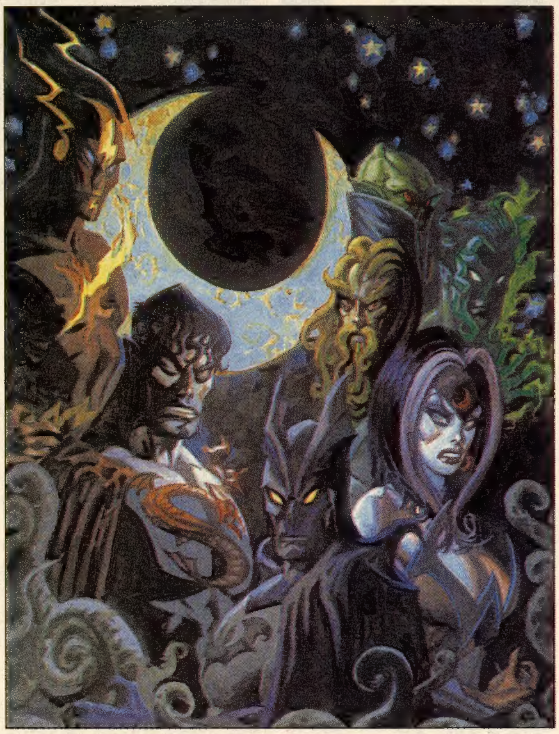
The writer added, "Superman forms a team of idealistic scientists around him – the League of Science – to help create an Age of Wonder. Amongst them are the 19th Century versions of the Flash, Green Lantern and Starman.

"However," he continued, "The technological advance is so fast as to speed out of control, and the world takes a dark turn, leading up to a more apocalyptic First World War in 1912, one fought with nuclear bombs.

"Uncovering a conspiracy by Lex Luthor to exploit the new Age of Chaos, the heroes join forces with a steampunk Batman, Atom and a war-refugee Wonder Woman to save the world, leading to the eventual formation of a Justice League," Tantimedh concluded.



# a multitude of myriad creators



*Above: Dan Brereton artwork from **JLA: 7 Caskets**.*

first of its trio of JLA miniseries.

The three-issue **JLA: Act of God** is an *Elseworlds* series in which all the world's superheroes and supervillains are stripped of their powers by a mysterious flash of black light.

To deal with the event's repercussions, Batman forms a new JLA recruiting such non-powered heroes as Black Canary and Blue Beetle. But they may not be up to the challenges ahead.

The $4.95 series is by former **Batman** writer Doug Moench with art by **Avengers West Coast**'s Dave Ross and **Leave it to Chance** artist George Freeman. The first prestige format issue ships on November 15.

## *Swords, sorcery and superheroes*

Further ahead are two more prestige format minis, **JLA: World of Wonder** *[see sidebar left]* and the three-issue **JLA: Gatekeeper**.

Written and drawn by Tim Truman, **Gatekeeper** features Green Lantern who – accompanied by Batman, Superman, Wonder Woman and Aquaman – goes through a dimensional barrier to Kurnugi, the underworld of Babylonian mythology.

The story also involves Sala Nisaba who Truman introduced in this year's **Green Lantern Annual**.

Acclaimed for his **Hawkworld** mini-series, Truman told **CI**, "One of the things about the series that I'm having the most fun with is having Superman deal with diminished powers.

"He's still very strong, and he retains some of his flight powers, though not in full," he continued. "Still, he ain't the guy that he's used to being and he's really pissed off about this."

"This is basically a style of tale that I've wanted to do for a long, long time," Truman added. "A superhero-influenced swords and sorcery tale – to all intents and purposes – with intense horror overtones."

## *Gods and Monsters*

All three of the specials being developed for DC are prestige format titles but only **JLA: Gods and Monsters** runs to 64 pages.

Written by Dan (**JSA: The Liberty File**) Jolley and his screenwriting partner Josh Krach, this one-shot concerns a splinter group from the Sons of Superman, the cult that worshipped the Man of Steel as a god.

Jolley told **CI** that the new group – calling itself the Sons of Justice – has decided that the JLA should assume their rightful roles as the new pantheon of gods of the planet Earth.

## *Blackhawks*

Jolley explained, "The way they set out to accomplish that involves updated versions of the old WWII War Wheels, a campaign of global terrorism and Sister Glory, a villainess new to the DCU canon."

Asked about the War Wheels, Jolley replied, "The Blackhawks were the primary ones who faced the War Wheels. We took the original design of these upright, land-based, nigh-unstoppable machines bristling with weaponry – and updated it. The Wheels are now airborne and have several nasty new features."

The writer added, "**Gods and Monsters** also explores what heroes truly mean to society, as seen through the eyes of one of the cult members. The story features action on a planetary scale, as well as a serious examination of human nature."

## *JLA-Lovecraft and JLA-Predator*

Another painted **JLA** title in the pipeline is the 48-page **7 Caskets**.

Writer/artist Dan Brereton told **CI** that his currently unscheduled special is a tribute to two of his favourite authors, H P Lovecraft and Robert E Howard.

Another 48-pager not yet on the schedule is **JLA/Predator**. This one-shot intercompany crossover pits the League against powered up versions of the movie creatures featured in Dark Horse comics. It is written by **Martian Manhunter**'s John Ostrander and drawn by former **Detective Comics** artist Graham Nolan.

# One man's League

**A Comics International World Exclusive**

SPEAKING exclusively to **CI**, writer/painter Christopher Moeller said that he has always been a big fan of Wonder Woman, the focus of his **JLA: A League of One**.

Best known as a cover artist, Moeller is also the creator of **Shadow Empires: Faith Conquers** [1994] and **Sheva's War** [1998]. He said that the 112-page graphic novel is very similar to this earlier painted work except "it is more commercial".

Asked what drew him to a superhero project following his two hard science fiction titles, he quipped that he certainly was not going to turn down the opportunity to do a big **JLA** hardcover.

## *Heavy Metal*

Continuing, he said his first love was SF and it was that type of material – mainly by European artists in the early issues of **Heavy Metal** – that brought him into comics as an adult.

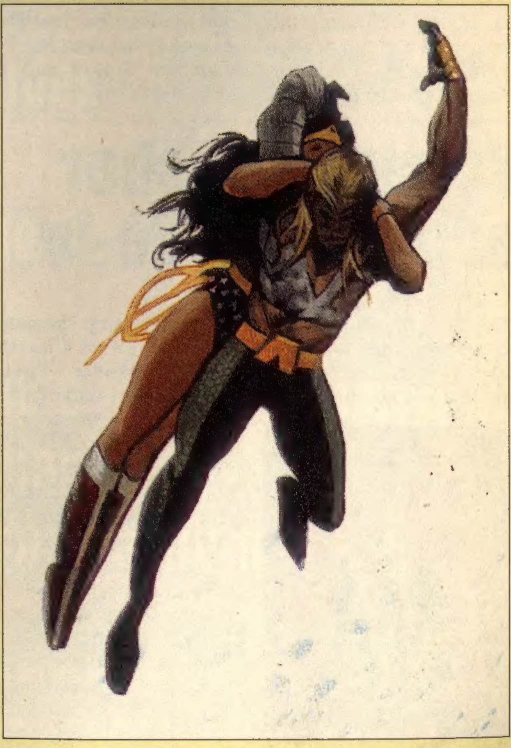
He added that he did also enjoy superhero comics and saw **A League of One** as a chance to initiate the first major painted project to feature Wonder Woman.

Commenting on the team aspect of **A League of One**, he added, "Her involvement with the JLA made for a more interesting and challenging story as opposed to having her just solo."

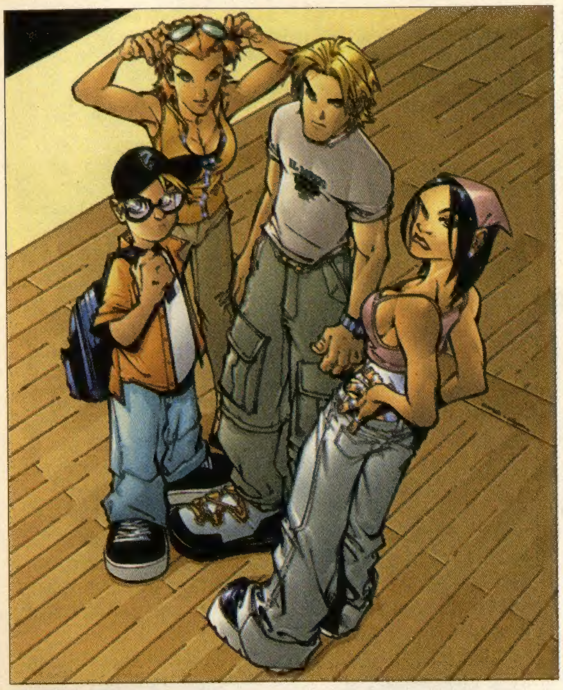
"I had conversation with my editor, Dan Raspler, about trying to get a feel for how the whole superhero thing works. Coming at it from a science fiction point of view, where you try to explain abnormal things in a consistent and realistic way just didn't apply to superheroes," the artist said, when asked if he had had problems adjusting to the conventions of the genre.

"Dan told me just to accept it for what it is and run with it," said Moeller who added, "That was extremely good advice."

Moeller also said that given Wonder Woman's mythological background, he has taken a high fantasy almost Tolkienesque approach to **A League of One**.



*Above and top: Christopher Moeller art from his **JLA: A League of One** hardcover graphic novel.*



# Ramos to replace Cliffhanger series

**CRIMSON** writer-artist Humberto Ramos is winding up his Cliffhanger series.

The artist is bringing his vampire tale to an end with #24 but already has its long-term replacement on the drawing board.

Ramos – the only one of the DC imprint's founders to maintain a consistent schedule – is set to launch **Out There** early in 2001.

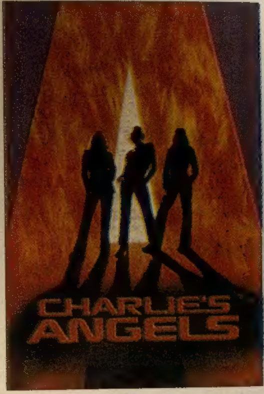
Set in Northern California, this new Cliffhanger title focuses on a group of teenagers fighting to save the quaint, Victorian town of El Dorado from some rather unpleasant demons.

Ramos's promotional art for the series *[above]* features the **Out There** cast from left to right of Mark Wexler (the geek), Casey Phillips (the cheerleader), Zach Mullins (the jock) and Jessica Santiago (the rebel).

No writer has yet been assigned to the title which editor Scott Dunbier says is lighter in tone than **Crimson.** He describes **Out There** as a cross between *Buffy the Vampire Slayer* and *The Breakfast Club*.

# Vampi publisher adds movie tie-in

FOR THE first time in six years **Vampirella** publisher Harris Comics is releasing a title that has no connection with its flagship character.



Although its **Charlie's Angels Movie Special** looks like the start of a fresh approach by the one-title company, Harris is definitely not being reckless with its seeming change of direction. Despite tying into the soon-to-be-released Drew Barrymore, Cameron Diaz and Lucy Liu flick, the $2.95 title is a one-shot containing only 12 pages of comics material.

The remainder is devoted to features about the remake of the 1970s TV series.

Shipping in November, the special is also available in a $9.95 limited edition that features a photo cover.

# New British publisher launches first three series

DETERMINED to show it means business, the recently-established Com.X is kicking off its regular publishing programme with no less than three colour series.

These follow **Issue # Zero,** its Comics 2000 launched one-shot sampler. Released at Easter, it contained standalone stories previewing four titles that the London-based publisher intended as the foundation of its line, but only two are included in the starting line-up.

All four had been written by Com.X core creators Eddie Deighton, Neil Googe and Russell Uttley, but only one – **Bazooka Jules** – has retained exactly the same creative team.

COM.X
PUNCTURE
UTTLEY • OLIVER
COM.X
RAZORJACK

*The covers to the first issues of Com.X's line of titles. Above: **Puncture** by Ben Oliver and **Razorjack** by John Higgins. Below: Neil Googe's cover for **Bazooka Jules #1***

## *Bazooka Jules*

Drawn by Googe and written by the Com.X-ers, **Bazooka Jules** is an eight-issue series.

Set during the Mammary Wars, this outrageous comic revolves around mammo technology in the Danger Zone. Its star has been dubbed Little Miss Funbags by Com.X.

## *Puncture*

Also spinning out of the sampler is **Puncture**, a 10-issue series written by Uttley and drawn by newcomer Ben Oliver.

The series is set during an era when humanity is under attack by an enzyme that lay dormant in the bloodstream. Its biological function had been to liberate mankind's protectors but now it wants something more.

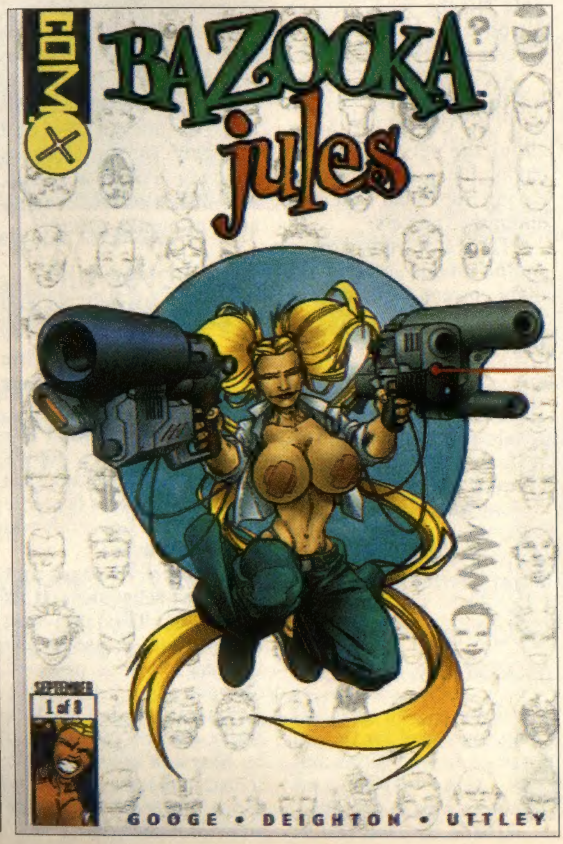
## *Razorjack*

The third in Com.X's first wave will be a surprise to many comic fans. While not in the company's preview, it established itself through the writer-artist's own company, Jack Publishing .

Released in 1999 by writer/artist John Higgins, **Razorjack** introduced the new strip as well as reprinting **World Without End**, the 1991 DC series which reunited Higgins with **Hellblazer** writer Jamie Delano.

Higgins – who illustrated the **Issue #Zero** *Puncture* preview – is producing a two-issue story of his character. It tells of dead heroes, possession and a lesbian creature from the Twist Dimension.

Set for a December launch, both **Bazooka Jules** and **Puncture** are tentatively priced £1.95. The 40-page **Razorjack** begins in January, and will probably carry a £2.50 cover price.



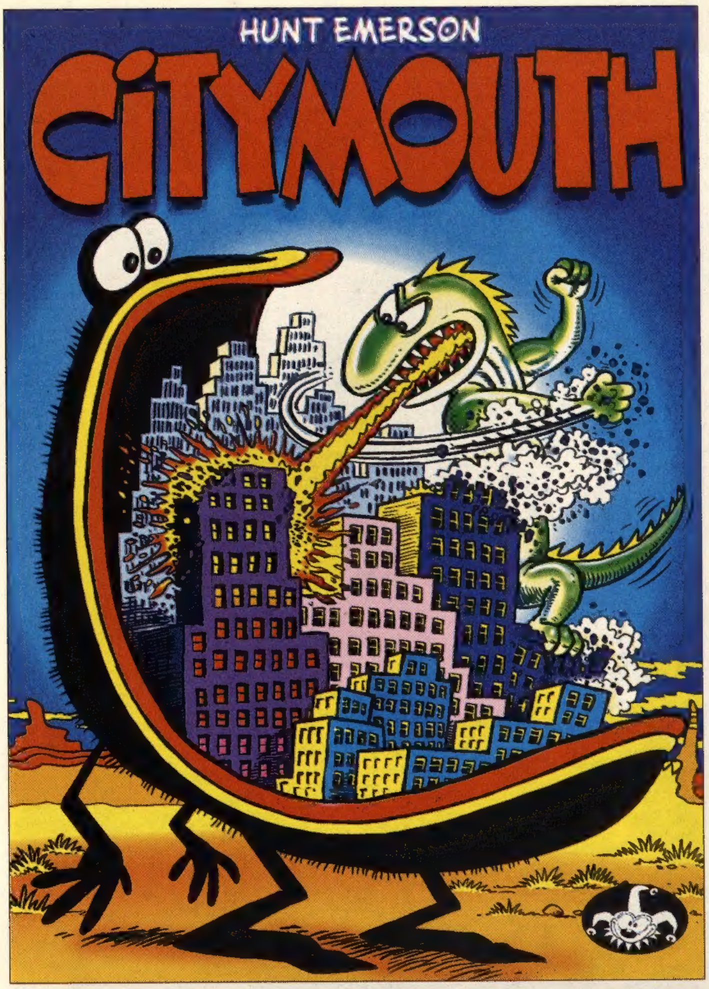
## *Heavy Plant*

Also previewed by Com.X in **Issue #Zero** was the Siku-drawn **Heavy Plant.** This tale of planet smashers is now being developed as a 96-page graphic novel by a new writer/artist team.

The final story of the 48-page sampler, **XII O'Clock Man** drawn by **2000 AD**'s Trevor Hairsine, will now launch as an eight-issue series under a new creative team.

A writer has yet to be assigned but, as this story of dead men walking is now being drawn by Googe, it will not begin until after he has completed the art for **Bazooka Jules.**

- Com.X is an offshoot of Department.X, the London-based design group which produced the graphic novel tie-in to Konami's ***Silent Hill*** video game.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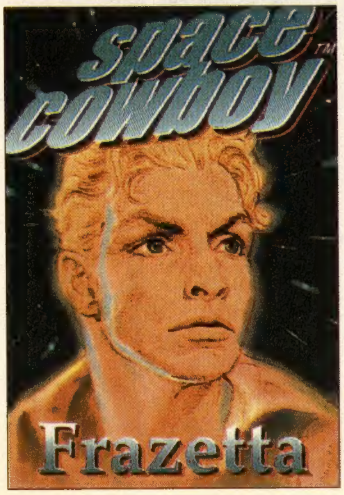
*Described by Dave (**Watchmen**) Gibbons as "Town planning meets dentistry with hilarious results", the black and white **Citymouth** by Hunt Emerson ships in December from London's Knockabout Comics. The £3.99/$5.95 softcover features Emerson's most bizarre creations, giant mouths each with a city inside. Not only suffering pollution, gridlock and attacks by giant animals, they also face the problems of feudal medieval city-states. This 56-page perfectbound book is the first English-language compilation of a strip produced for the French title **Psikopat**.*

# Renowned SF artists ride outer space range

A TRIO of comic artists known for their science fiction work are joining forces to ink a project that hearkens back to more innocent times.

Vanguard's retro **Space Cowboy** is the story of a cowboy from the old west who finds himself out in space in the future. The three-parter is written and pencilled by J David Spurlock with Carmine (**Mystery in Space**) Infantino, Gray (**Star Trek**) Morrow and Al (**Weird Science**) Williamson inking.


Space Cowboy™
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Spurlock told **CI** he developed the character as a tribute to the science fiction comics of the 1950s – in particular, the EC work of Frank Frazetta, Al Williamson and Wally Wood – as well as to Buster Crabbe's 1940s sci-fi movie serials.

A 48-page mixture of black and white and colour, the bimonthly **Space Cowboy** includes reprints from Vanguard's **Tales from the Edge** alongside the new material.

According to Spurlock, his SF hero is intended to look like Crabbe and the cover to **Space Cowboy** #1 features Vanguard's finished version *[above]* of a rare Frank Frazetta sketch of the iconic movie star.

***Space Cowboy* #1, *priced $4.95, ships in December.***

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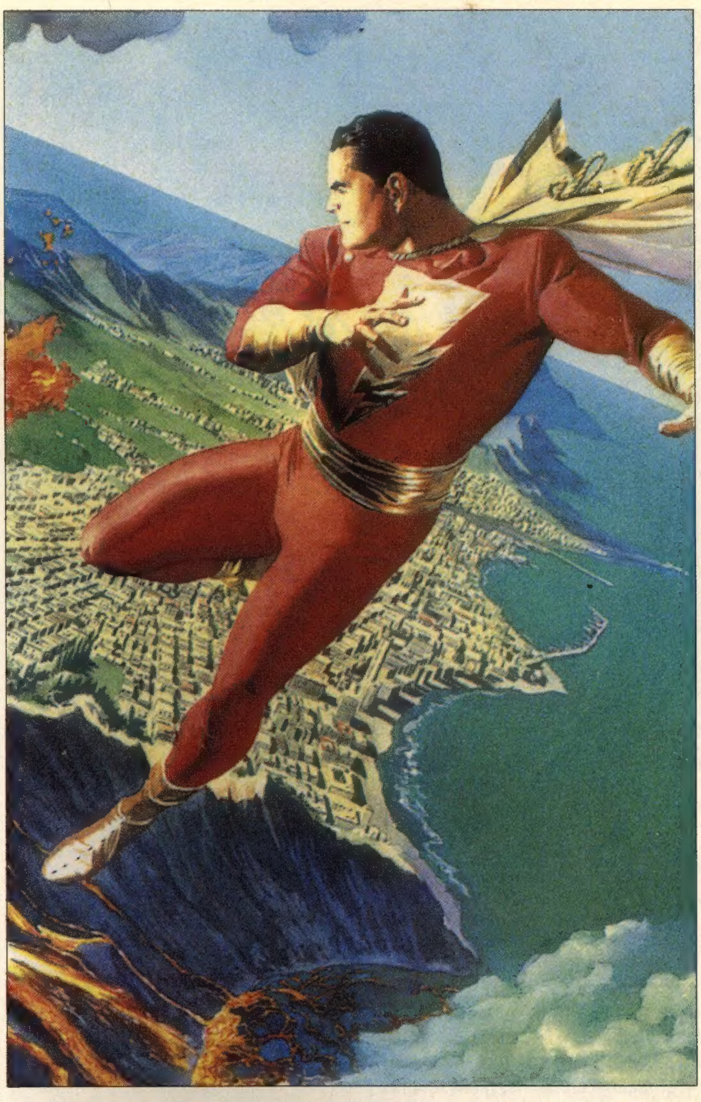


*THE ORIGINAL Captain Marvel stars in DC's third annual tabloid-sized special by* ***Batman: Harley Quinn*** *writer Paul Dini and* ***Kingdom Come*** *artist Alex Ross. Like its predecessors, the 10x13" **Shazam: Power of Hope** is a 64 page $9.95 item focusing on real issues as Marvel and alter ego Billy Batson try to cope with the results of domestic violence while fulfilling the wishes of terminally-ill patients in a children's hospital. The self-contained title is fully painted by Ross, winner of a 1999 Eagle Award for work including* ***Batman: War on Crime*** *– his previous collaboration with Dini.*

# Coffee table Marvel art

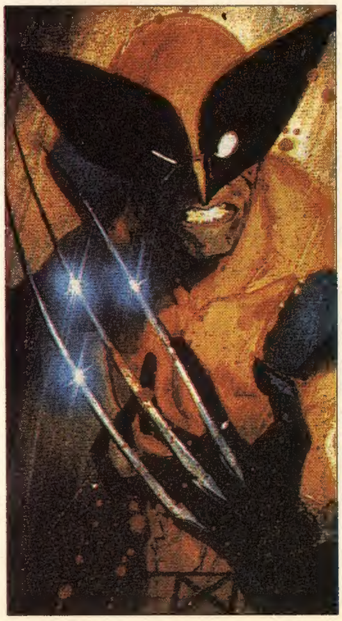
MARVEL is moving upmarket with a hardcover collection that features paintings by some of the finest artists to have worked in comics.

An English-language edition of a Japanese book, the 128-page **Art of Marvel Comics** includes work by Simon Bisley, Glenn Fabry, Joe Jusko, Glen Orbik, Alex Ross, Jim Steranko, Brian Stelfreeze and Mark Texeira.

The dustjacketed volume – which also contains sections devoted to the work of Moebius, Bill Sienkiewicz *[see Wolverine right]* and Kent Williams – reproduces art which originally appeared on comic covers, trading cards and posters.

All of Marvel's major heroes are depicted including the X-Men, Spider-Man, Daredevil, the Hulk, Captain America, the Silver Surfer, Thor, Iron Man, the Punisher and Elektra with Doctor Doom and Magneto among the villains featured.

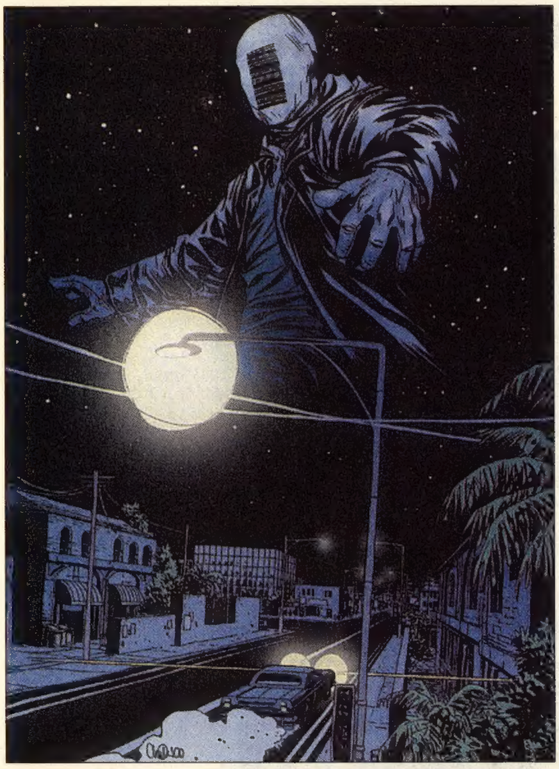
***The Art of Marvel Comics****, priced $29.95, ships on December 6.*



# Image doubles up and flips

**WILDCATS** writer Joe Casey seems determined to keep pushing the boundaries.

Describing *Codeflesh* – the comics series he and Charlie (**X Files**) Adlard are creating for the forthcoming Image flipbook **Double Image** – Casey told **CI** that it is "more material to piss off the conservative comicbook fundamentalists out there".


Above: Gary Frank cover art for the **Double Image** series Codeflesh.

More specifically, he said it is a crime story even though the main character wears a superhero mask.

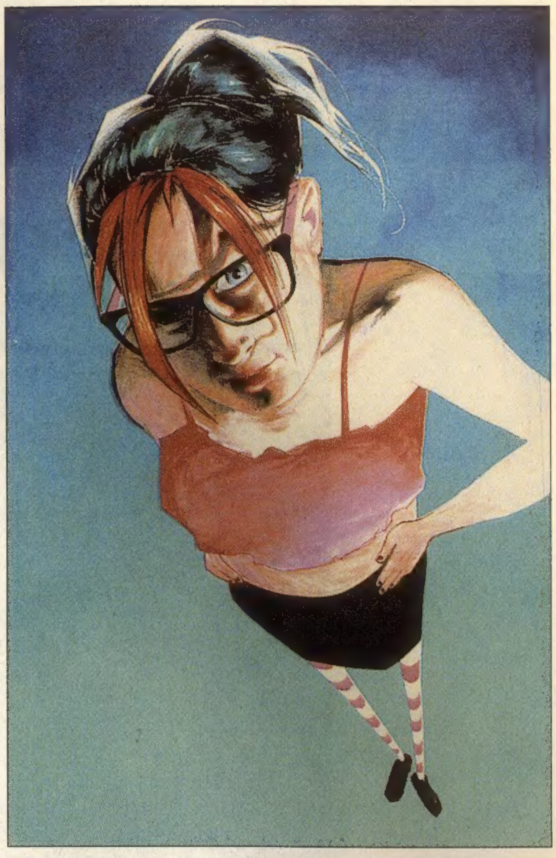
"We do take some of the conventions of the superhero idiom and explore them in a much more real world way," he added. "But these will be adult characters in adult situations, displaying adult emotions and using adult language."

## *The Bod*

The second story in **Double Image** comes from Larry (**Astronauts in Trouble**) Young, stepping in for the originally announced Scott Lobdell and Mark Badger.

Young's *The Bod* is described by Image publisher Jim Valentino as "a pointed satire on the kind of books the publisher of Image doesn't like!"

Valentino also told **CI** that the initial plan is for **Double Image** to launch next February as a four-issue flipbook with a tentative $2.50 cover price.


*SAM KIETH is returning to comics after an absence of more than three years. **The Maxx** writer/artist makes his comeback with the $2.95 **Zero Girl**. This focuses on a teenager who acts as a "weirdness magnet", can talk to insects and thinks circles are good and squares evil. Published by Homage, DC/WildStorm's creator-owned imprint, the five-issue series launches on December 6.*

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## In Brief

CATWOMAN is teaming up with two other lead DC heroines in a currently unscheduled two-part crossover by former X-Force writer John Francis Moore.

Batgirl/Catwoman and Oracle/Catwoman are to be drawn by Transmetropolitan's Darick Robertson and Jimmy (Gatecrasher) Palmiotti.

KURT Busiek and Stuart Immonen have a second project in the works for Image/Gorilla. The pair plans to preview Superstar in issue #6 of their own Shockrockets title.

MARVEL Boy writer Grant Morrison is to team up with Jae (Inhumans) Lee on a Fantastic Four project. Titled One Two Three Four, the Marvel Knights four-parter is currently unscheduled.

STAN Lee Media has acquired Conan Properties Inc.

No announcement has been made whether this will affect Marvel's use of the character, following Lee's break away from the company.

WRITER Brian (100 Bullets) Azzarello and Congo Bill artist Danijel Zezelj are developing an El Diablo mini-series for Vertigo.

STEVEN Grant's Whisper is set to return in an AiT/PlanetLar graphic novel.

No artist has yet been assigned to the 60-page plus volume which revives the female ninja whose adventures were published by Capital and First in the '80s.

FORMER WizardWorld.com online editor Buddy Scalera gets his first mainstream comics work this December. He is joining Jimmy Palmiotti as assistant writer on Deadpool as of #49.

Taking Scalera's place at WizardWorld.com is former Wonder Woman editor Maureen McTigue.

ALTHOUGH Warren Ellis's Transmetropolitan is set to conclude with #60, Vertigo editor Axel Alonso says that two prequel projects detailing the adventures of Spider Jerusalem before he got to the City have been discussed.

Neither has been formally approved but, said Alonso, "Transoceanic and/or Transcontinental will likely figure into the future once Transmet is over. I'd bet my pinkie we'll do both.

"We're also discussing another big Transmet project. More on that as it takes shape," he added.

RICK Leonardi and Terry Austin are the artists on Marvel Knights' December-shipping Sentry/Spider-Man one-shot.

JLA writer Mark Waid has signed an exclusive agreement with CrossGeneration Comics.

While he continues on the DC team title until at least #60, he finishes on Gatecrasher with #12 and will see his Gorilla series, Empire, through to #6.

Confusingly, however, Waid's next title – John Doe – is lined up to be previewed in Section Zero #6 and is a creator owned series, rather than for CrossGen.

# From Deadenders to dead detectives

### *Sandman spin-off teams Ed Brubaker up with The Tale of One Bad Rat creator Bryan Talbot*

TWO DEAD public school boys are set to star in a DC/Vertigo three-parter.

Written by **Deadenders**' Ed Brubaker, **The Sandman Presents: The Dead Boy Detectives and the Secret of Immortality** features the characters introduced by Neil Gaiman in **Sandman** #25.

Brubaker told **CI** that the currently unscheduled series – drawn by Bryan (**Heart of Empire**) Talbot – features the Dead Boys pursuing a murder investigation that has occult overtones to impress a young runaway girl.

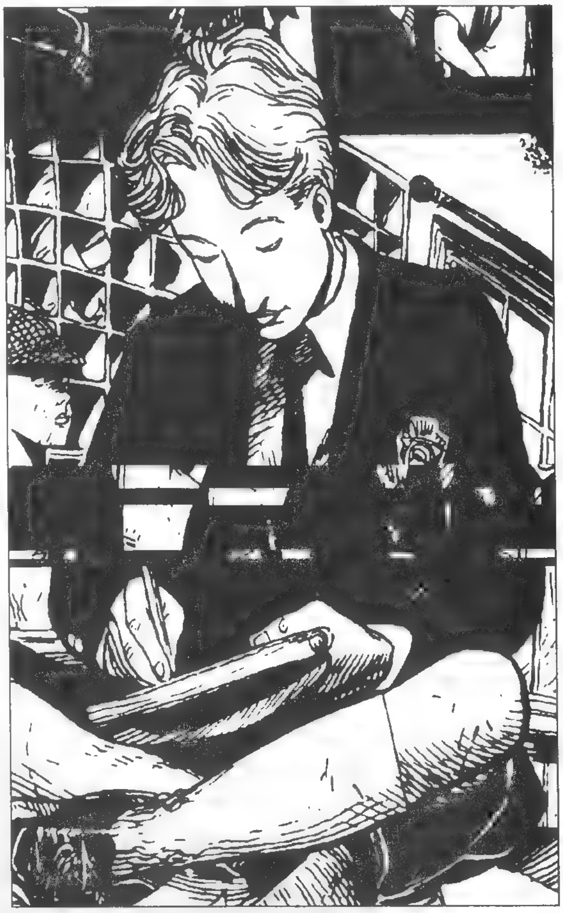
"It's fairly light-hearted in tone," Brubaker added, "And I intend it to have the feel of a young adult novel along the lines of John Bellairs' **The House with the Clock in its Walls**. It tells an elaborate story that goes back centuries in some places and has to do with the way we experience time differently as adults than as children."

"The characters of the Dead Boys appealed to me because of the innocence and playfulness of them," the writer continued. "I have a big desire to do a lot of different genres, and this allows me to fulfil part of that."

## *Catwoman*

DC has also lined Brubaker up to replace Bronwyn Carlton on **Catwoman**.

Asked about his plans for the series, the writer replied, "I'm redefining Catwoman to make her into a character who can carry her own book. She will now be almost a hero, rather than an anti-hero. She'll be the protector of the people who live in between right and wrong. People that Batman and the police don't care about. The perpetrators of victimless crimes, sort of."

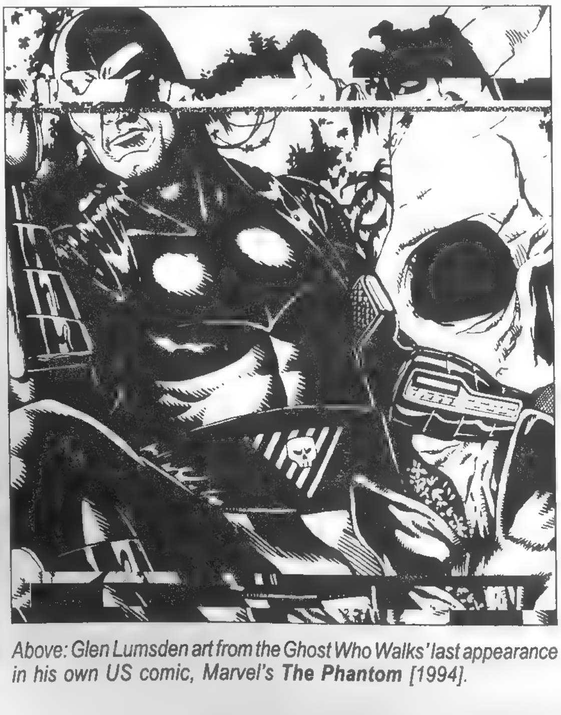


*Above: One of **The Sandman** writer Neil Gaiman's dead boy detectives; art from his **The Children's Crusade** [DC/Vertigo, 1993] drawn by Chris Bachalo and Mike Barreiro*

# Heroes from newspaper strips, pulp novels and TV lead new US comics line

AN OBSCURE Chicago-based publisher has clinched the rights to a number of well-known characters.

Established five years ago, Moonstone Entertainment is developing a line that will bring Lee Falk's The Phantom back to US comics. Other titles planned include **Kolchak: The Night Stalker** – based on the 1970s TV series – and **The Avenger**, which stars a crime-fighter from the pulp era in the mould of The Shadow and Doc Savage.



*Above: Glen Lumsden art from the Ghost Who Walks' last appearance in his own US comic, Marvel's **The Phantom** [1994].*

**Kolchak** is by Jeff Rice – creator of the TV show – and penciller Gordon (**X-Files**) Purcell. Moonstone publisher Joe (**Fright Night**) Gentile and Guy (**Sandman Mystery Theatre**) Davis team up for **The Avenger**.

A further three comics will tie-in to ***World of Darkness***, White Wolf's supernatural role playing game. Among those involved with **Vampire: The Masquerade**, **Werewolf: The Apocalypse** and **World of Darkness** are Gentile, Vince (**The Sandman**) Locke, **Nova**'s Chris Marrinan and **Black Lightning**'s Eddy Newell.

Moonstone's final two titles announced will star public domain characters:

- **Robin Hood** chronicles the latest adventures of the legendary Saxon hero.
- **Legacy of the Invisible Man** follows on from H G Wells's classic SF novel.

## *Falk's Phantom*

Set to launch early in 2001 – along with the other seven Moonstone titles – **The Phantom** stars the prototypical masked fighter for justice in self-contained tales by **Black Lightning**'s Tony Isabella and pencillers Ron (**Silver Surfer**) Lim and Ron (**Spider-Girl**) Frenz.

Isabella told **CI**, "I plan to be true to Lee Falk's classic character, but I also plan to take him places he's never been before: emotionally, physically and spiritually.

"I am also planning to make him sweat," he added. "He is so good at what he does that his modern adventures have lacked the element of jeopardy. I hope to change that by raising the bar considerably.

"The criminals and the forces he'll be facing are going to be far more dangerous than ever before," Isabella concluded.

# D&D comic on way

**KNIGHTS of the Dinner Table** publisher Kenzer & Company has struck a deal with Wizards of the Coast to bring TSR's seminal role playing game to comics.

Already acclaimed in the game-playing community for its award-winning RPG comic, Kenzer is looking to launch its **Dungeons & Dragons** series early in 2001. Tentatively priced $2.95, the title is to feature stories in the tradition of the great novels in the medieval fantasy genre.

Asked if the company was intending to sign known comics creators to the series, Kenzer vice president Brian Jelke told **CI**, "Our opinion is that the **D&D** trademark has enough impact on people to attract them to the title without bringing in big name artists and writers."

Responding to the suggestion that this indicated a desire to concentrate on the gaming market, Jelke added, "That's not entirely true. We do want it to do well in the comics market but we're trying to break the rules."

## *TSR in comics*

Between 1988 and 1991, DC published a number of series based on TSR games.

It began with the rather awkwardly-titled **Advanced Dungeons & Dragons** and **Dragonlance**. **Forgotten Realms** followed in 1989 and **Spelljammer** a year later. Other titles included **Avatar** and **TSR World**.

TSR flirted briefly with its own gaming comics in 1990-91 but – with all its major RPGs licensed to DC – the line soon failed.

# Busiek and Liefeld in Youngblood feud

*Writer Kurt Busiek (left) is taking Awesome head Rob Liefeld to task over misleading solicitation.*

A SEVEN-YEAR old story has sparked a war of words between Kurt (**Avengers**) Busiek and Image co-founder Rob Liefeld.

Now head of Awesome Entertainment, Liefeld has solicited **Genesis** – the four-issue relaunch of his **Youngblood** franchise – as written by Busiek. This has provoked a public response from the high-profile author.

"I don't want retailers and readers to be misled into thinking this series is fully written by me, only to discover when and if it comes out that it's scripted by someone else," he added.

"I certainly don't want anyone to think that I'd agreed to complete the project at this late date and bailed on it between solicitation and completion. I turned the job down three times over the last year or two, and Awesome is fully aware of that.

"I don't know if this makes the project returnable under Diamond's rules," he added. "But I would like this situation to be understood by those who order the book, and since Awesome is unwilling to make the truth of it known I'm forced to do it myself."

## *Fighting talk*

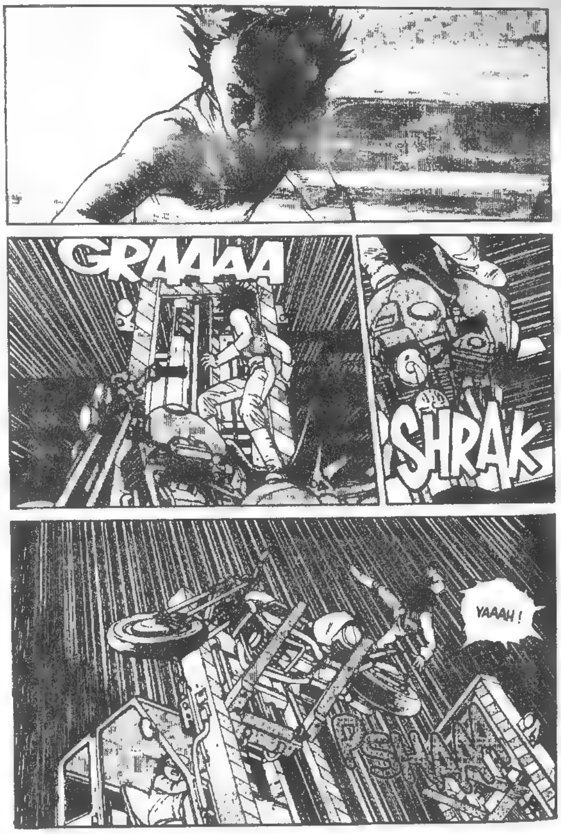
Liefeld quickly responded, "Busiek's glib attitude towards **Youngblood Genesis** is in keeping with his attempts to distance himself from a project that he cashed cheques for a long time ago."

"He has also stressed to me and others that he does not want to have other projects competing with his struggling Gorilla titles," Liefeld added, scathingly.

Back came Busiek, "What a bad man I am, not wanting to be solicited as the writer of a project I'm not actually scripting. How glib of me."

But he was not finished, "Since Rob's been so nice as to insult me while using my name to sell his books, let me respond.

"Never again, Rob," he exclaimed. "Whatever mileage you are getting out of soliciting me as the sole writer for this project, when you know it's not true – and when the one request I made of your editor when he talked to me about the project, was that I not be credited as anything more than plotter – had better be enough. It's the last you get."

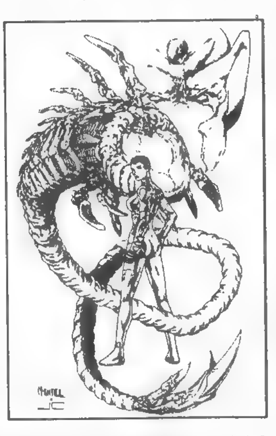


*WITH its plans to reprint Katsuhiro Otomo's groundbreaking SF saga in its entirety, Dark Horse intends to make the most influential manga available through bookstores as well as specialist outlets. It launches its series of 6¾x9¾" **Akira** trade paperbacks on December 13. The first 364-page volume is priced $24.95.*

# Former Vertigo editor turns to writing SF

CAPTAIN GRAVITY publisher Pennyfarthing Press is to premiere **Zendra**, the first major comics work by former Vertigo senior editor Stuart Moore.

Speaking about the six-parter, Moore told **CI**, "It's a fun, fast-paced science fiction epic drawn by [newcomers] Martin Montiel and J C Buelna, who came up with the original concept. Peter (**The Books of Magic**) Gross is doing the layouts and the first issue's cover is by Luis Royo. The whole thing looks great."



*Above: Martin Montiel and J C Buelna's promotional art for PennyFarthing's **Zendra**.*

## *Big, splashy summer movie*

According to Moore, the series tells the story of a far future where humans have been hunted to extinction, and one woman holds the key to the rebirth of the race. "It's very character-centred, and it's as grounded in real science as I could manage for a space adventure story like this," the writer continued. "But it's really a big, splashy summer movie, hopefully with a solid dose of intelligence behind it.

"The villain, Abathor, is the best part," stated Moore. "I was worried when he started developing a sense of humour, but the people at PennyFarthing seemed to like it, so there's a light touch throughout.

"And I promise a nail-biting, cliffhanging, countdown to disaster in the sixth issue," Moore concluded.

## In Brief

THE FIRST official 2000 AD convention is being held at The Posthouse Bloomsbury, London WC1 on Saturday, November 11.

Sponsored by Rebellion, the comic's new owners, DreddCon One includes panels and signings featuring 2000 AD creators past and present.

Further details are available from http://www.sitsvac.org/dreddcon.html

HOWARD Chaykin is developing Blackhawks 4000, a 12-issue series featuring a futuristic version of DC's flying aces.

Written by Chaykin and his regular collaborator David Tischman, the currently unscheduled series is to be pencilled by Derec Aucoin.

IMAGE is to collect Warren Ellis's first major comics work in a 128-page graphic novel.

The $14.95 Lazarus Churchyard: The Final Cut is drawn by D'Isreali. Together with a new 12-pager, it reprints the writer's futuristic stories of a suicide-crazed unkillable junkie. The series first published in John Brown Publishing's Blast! in 1991.

RICK Veitch's unpublished version of Swamp Thing #88 [1989] might finally see print.

DC's refusal to publish the story – which features a very obvious representation of Jesus Christ – caused the writer to resign from the title and from DC.

Now, more than 10 years later, DC has said that it is willing to re-evaluate publishing the issue, given changes within the industry in the intervening years.

CREATOR Matt Wagner is developing another Grendel anthology for Dark Horse.

The list of writers and artists likely to be contributing to Grendel: Red, White and Black includes Andi Watson, Ashley Wood, Brian Michael Bendis, Kelley Jones, Jill Thompson, Jim Mahfood, Darick Robertson, Cam Kennedy, Paul Pope and Michael Lark.

NEW GREEN Lantern writer Judd Winick is working on a Harley Quinn/Poison Ivy one-shot for DC. The special – being painted by Joe Chiodo – might not be scheduled until 2002.

AN OVERWHELMING response from mainstream bookshops has resulted in Fantagraphics reprinting its Safe Area Gorazade hardcover.

The second print of Joe Sacco's 240-page report on the war in Bosnia ships in October.

ACTION Comics and Steampunk writer Joe Kelly has recently signed an exclusive one-year contract with DC.

DARK Horse has cancelled Xena, Warrior Princess with the October-shipping #14.

SWAMP Thing writer Brian K Vaughan is to follow Ed Brubaker on Batman.

DC has not announced who is to come after Vaughan who currently expects to be on the series for four issues.

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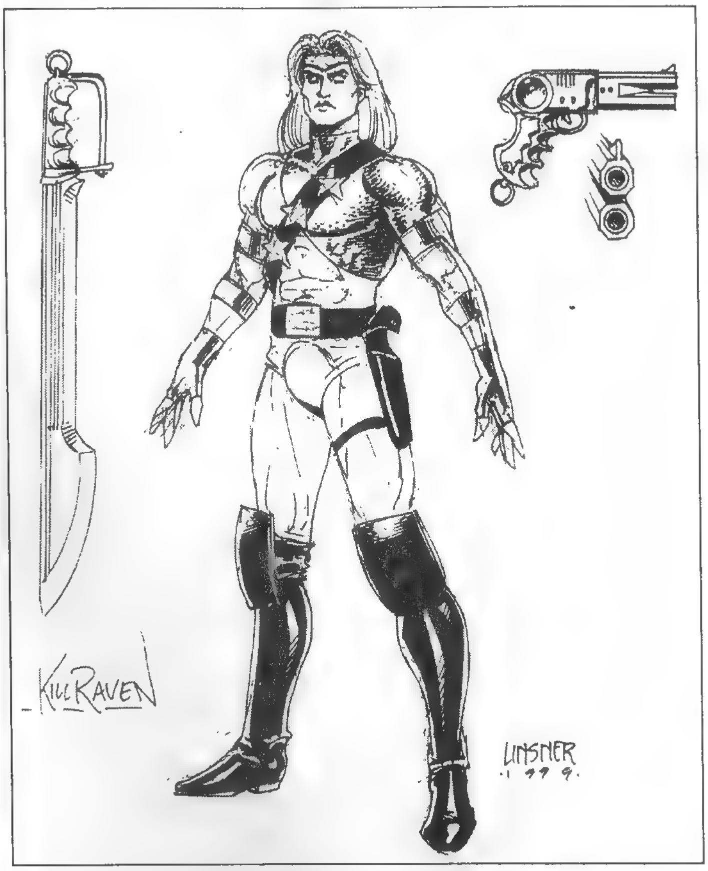
# Dawn creator leads latest Marvel '70s revival

*Joseph Michael Linsner's first mainstream comics work brings back spin-off from H G Wells's **War of the Worlds***

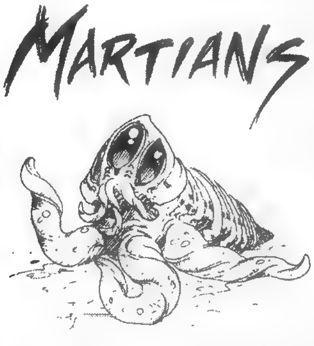


POSSIBLY to maintain copyright on material it hasn't published for over a decade, Marvel continues to revive its out of print characters.

Following the resuscitation of such heroes as Ghost Rider, the Inhumans and Spider-Woman, **Dawn**'s Joseph Michael Linsner is set to bring back Don McGregor and P Craig Russell's Killraven.

Speaking to **CI** about his Marvel Knights project, the writer/artist said, "All of my life I have dreamt of drawing a **Killraven** comic. As a character, he brings together all of my favourite comicbook elements. He's a dreamer, he's on a quest, he's fuelled by a burning desire for revenge, he's tough and he's heroic.

"I was lucky enough to read the original Killraven stories that appeared in **Amazing Adventures** in the early '70s. The grim Conan meets *Planet of the Apes* post-apocalyptic storyline just sucked my young brain right in," he continued. "Guys with swords and rayguns fighting freaky creatures – awesome – the best!"



*Above and top: Joseph Michael Linsner's concept art for his **Killraven** one-shot which ships on December 20.*

## Killraven Fact File

Envisaged by Marvel editor Roy Thomas as a direct sequel to the H G Wells 1898 SF classic, *Killraven* was originally titled *War of the Worlds*.

Set in 2001, the series launched in 1973's **Amazing Adventures** #18. It was initially written by Gerry Conway with artists Neal Adams and Howard Chaykin among those who drew its first episode. Writer Don McGregor took over with #21.

He transformed *Killraven*, turning it from a run of the mill SF/adventure pastiche into a poetic comicbook that addressed the reality of heroism and humanity's potential greatness. The series gained another dimension with #27 and the arrival of artist P Craig Russell.

Following the cancellation of **Amazing Adventures** [with 1976's #39], McGregor and Russell continued their epic in **Killraven: Warrior of the Worlds**, a 1983 graphic novel.

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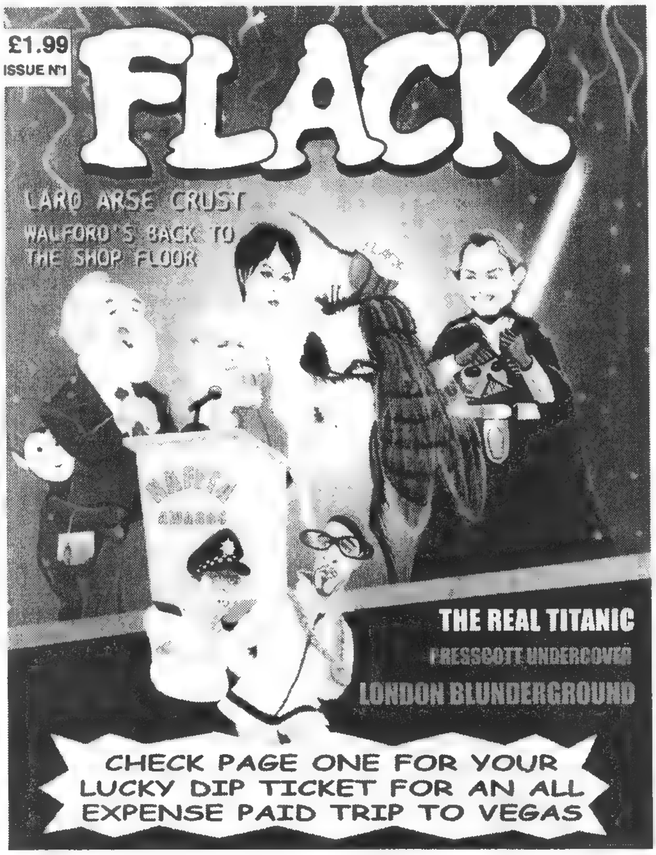
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FLACK
LARD ARSE CRUST
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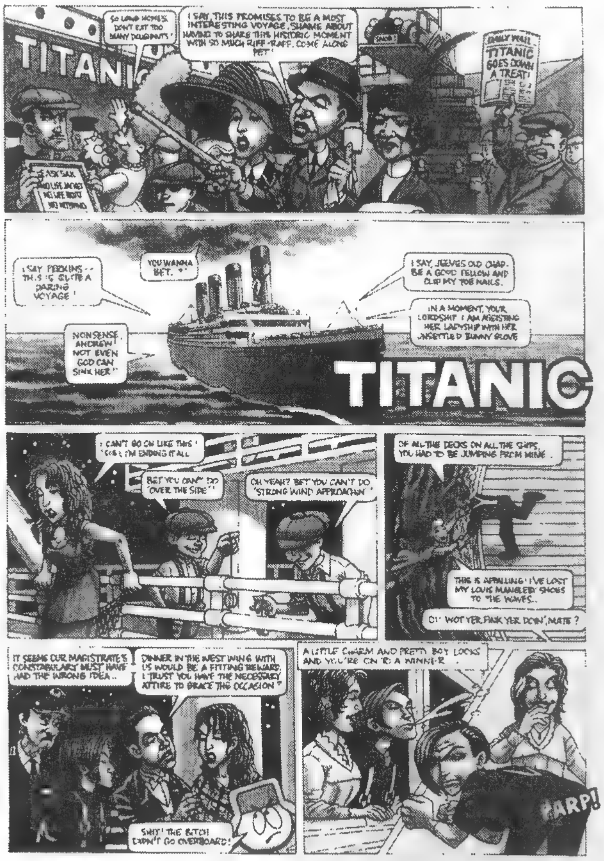
CHECK PAGE ONE FOR YOUR LUCKY DIP TICKET FOR AN ALL EXPENSE PAID TRIP TO VEGAS


TITANIC
SO LONG HOMES. DON'T EAT TOO MANY DOUGHNUTS.
I SAY, THIS PROMISES TO BE A MOST INTERESTING VOYAGE. SHAME ABOUT HAVING TO SHARE THIS HISTORIC MOMENT WITH SO MUCH RIFF-RAFF. COME ALONG PET.
DAILY MAIL
TITANIC GOES DOWN A TREAT!
I SAY PERKINS -- THIS IS QUITE A DARING VOYAGE!
YOU WANNA BET..?
NONSENSE, ANDREW! NOT EVEN GOD CAN SINK HER!
I SAY, JEEVES OLD CHAP. BE A GOOD FELLOW AND CLIP MY TOE NAILS.
IN A MOMENT, YOUR LORDSHIP. I AM ASSISTING HER LADYSHIP WITH HER UNSETTLED BUNNY GLOVE
TITANIC
I CAN'T GO ON LIKE THIS! I'M ENDING IT ALL
BET YOU CAN'T DO 'OVER THE SIDE'!
OH YEAH? BET YOU CAN'T DO 'STRONG WIND APPROACHIN'
OF ALL THE DECKS ON ALL THE SHIPS, YOU HAD TO BE JUMPING FROM MINE.
THIS IS APPALLING! I'VE LOST MY LOUIS MANBLEBY SHOES TO THE WAVES..
OI! WOT YER FAKK YER DOIN', MATE?
IT SEEMS OUR MAGISTRATE'S CONSTABULARY MUST HAVE HAD THE WRONG IDEA..
DINNER IN THE WEST WING WITH US WOULD BE A FITTING REWARD. I TRUST YOU HAVE THE NECESSARY ATTIRE TO GRACE THE OCCASION?
SHIT! THE BITCH DIDN'T GO OVERBOARD!
A LITTLE CHARM AND PRETTY BOY LOOKS AND YOU'RE ON TO A WINNER.
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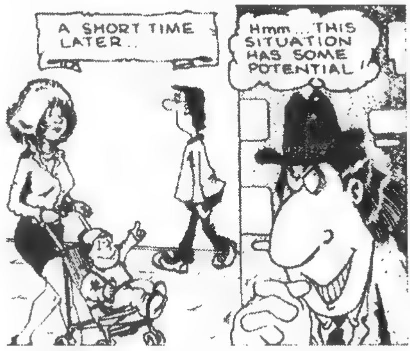
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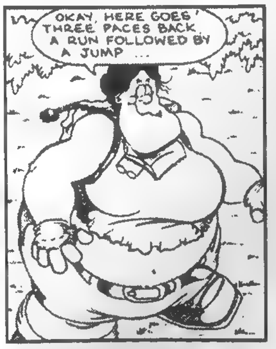
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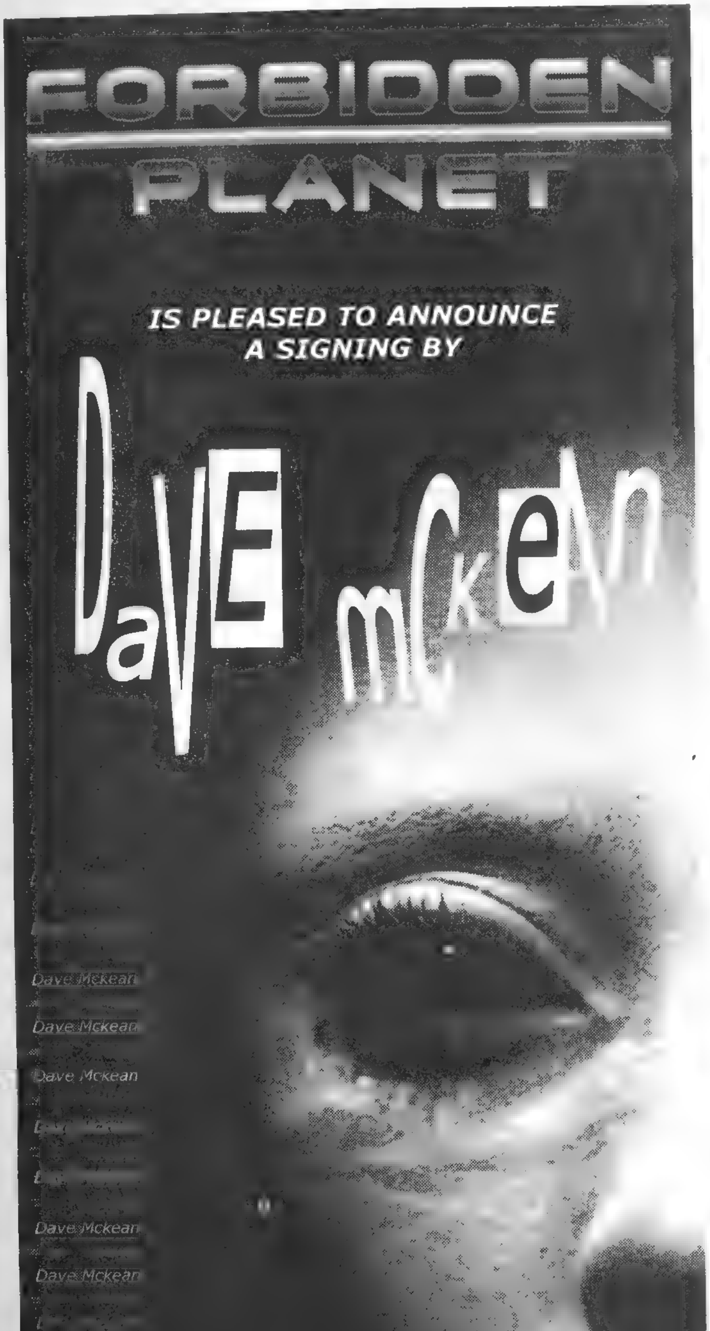

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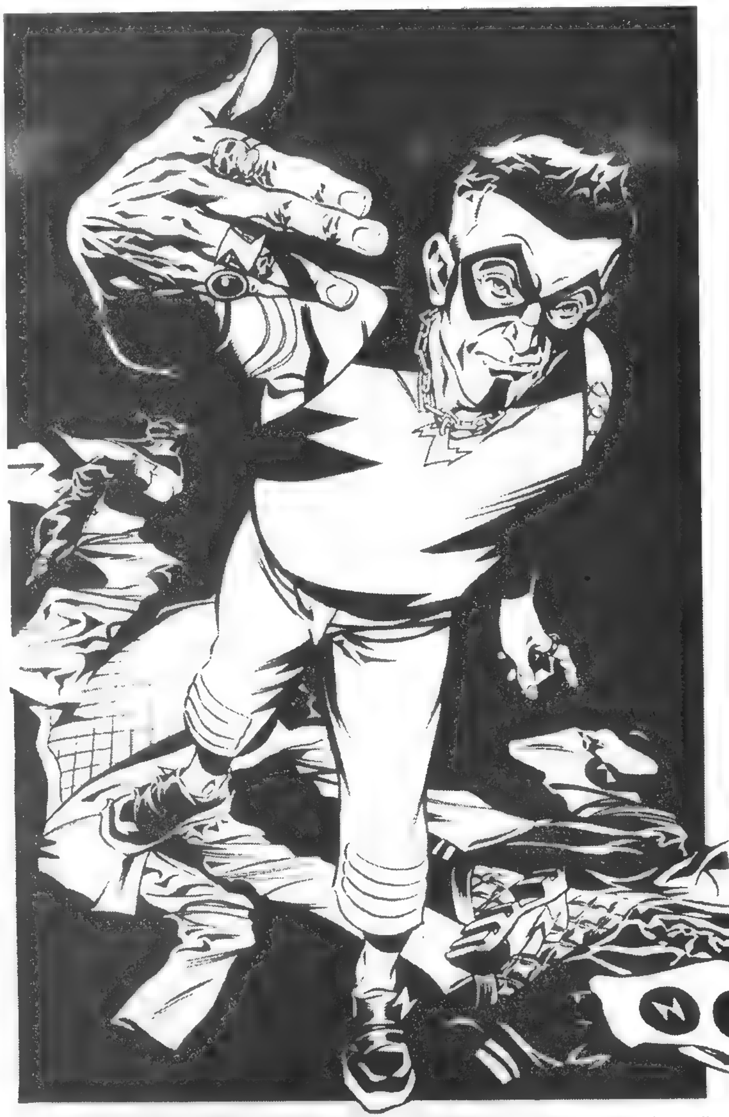
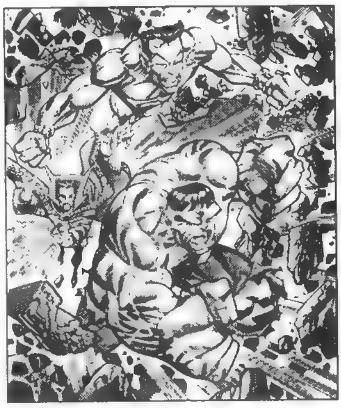


*FORMER* ***JLA*** *writer Grant Morrison and his* ***Invisibles*** *art partner Steve Yeowell are reuniting to revive Zenith, their immensely popular* ***2000 AD*** *creation. The pair contribute a story of their alternative superhero to the 100-page Prog 2001, a special Christmas issue on sale for three weeks from December 13. Above is Yeowell art from the new chapter in the saga that he and Morrison began in 1986's Prog 535.*

# Original Defenders reunite for new series



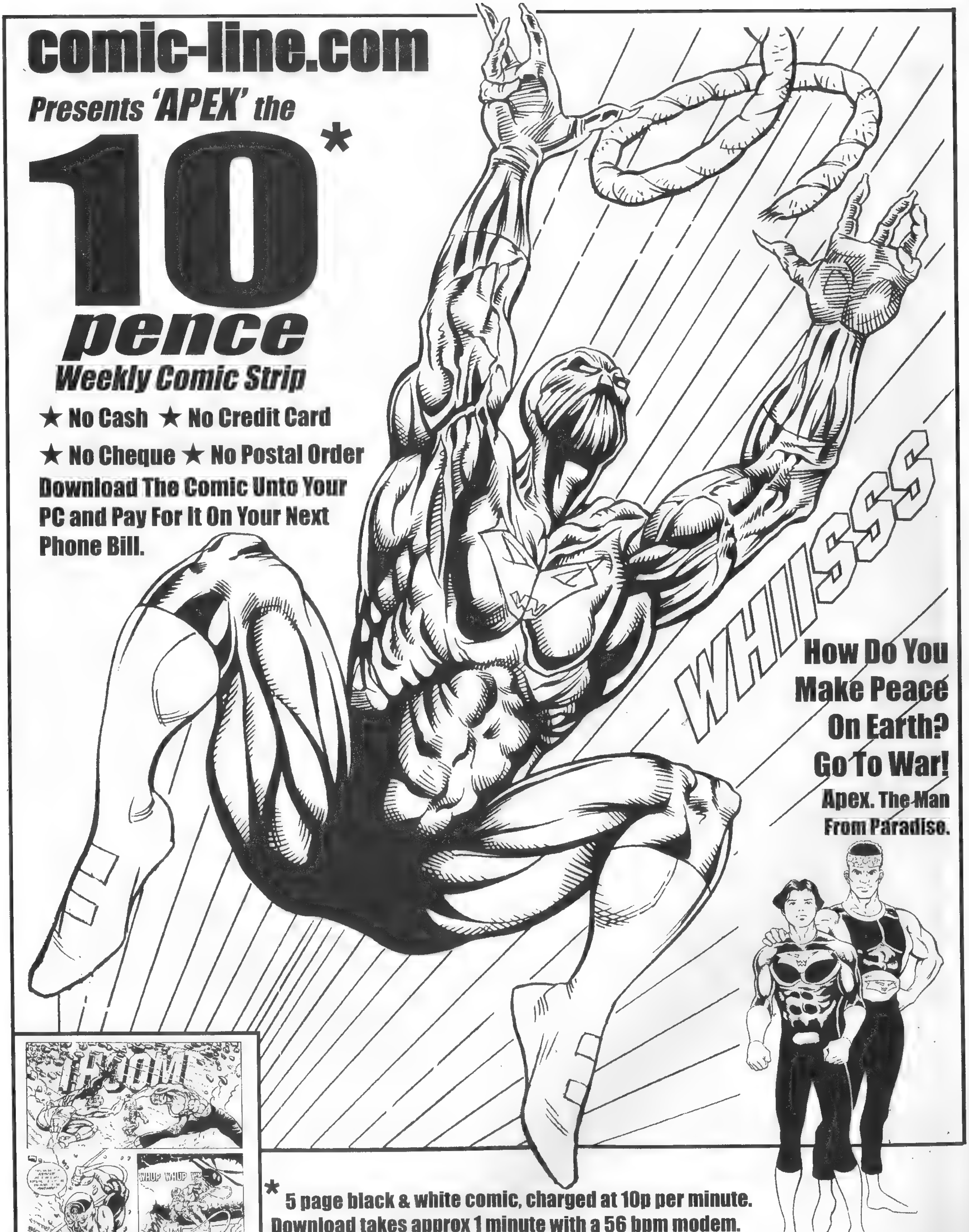
MARVEL'S 1970s non-team is being revived by Kurt Busiek and Erik Larsen, who are aiming to relaunch **The Defenders** in January.

The series focuses on the original line-up of Doctor Strange, the Hulk, Silver Surfer and Sub-Mariner but, Larsen told CI, "Nighthawk, Hellcat and Valkyrie will also be involved.

"Beyond that," he added, "I have little interest in the characters that followed. It's not that there weren't great characters that appeared later but I think that this book needs to concentrate on the big guns if it's to succeed – and these characters are where my passion lies."

Larsen – who is co-writing as well as pencilling **The Defenders** – continued, "Let another writer do stories with Cloud and Son of Satan and Gargoyle. If they're enthusiastic about these characters then they'll do a better job with them than I will. I'd rather concentrate on my favourite group of Defenders and I can't help but think that a better book will result from that."

Shown above is Larsen and Klaus Janson's promotional art for **The Defenders** relaunch.



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# Creator of Uncle Scrooge dies, aged 99

*Alan Woollcombe overviews the career of a comics pioneer, who alone produced 6371 comicbook pages*

CARL BARKS, the definitive Donald Duck artist and creator of Uncle Scrooge, died in Oregon of leukemia on August 25 aged 99.

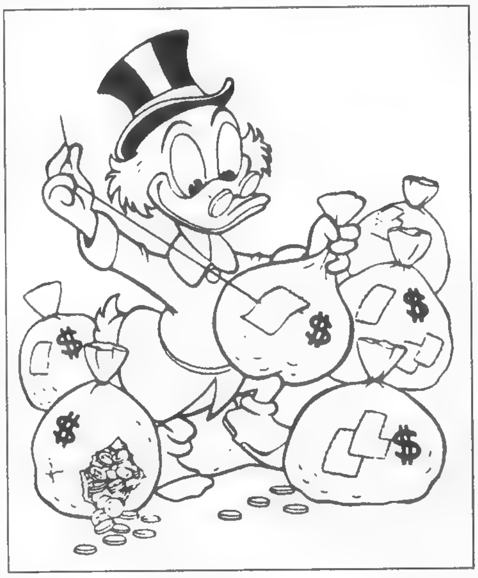
Born on March 27, 1901 on an isolated wheat farm in Oregon, Barks's early love of cartoon strips fired a determination to work in them. A largely self-taught artist, he took whatever manual labour was available to survive until, in 1928, he started contributing one-panel cartoons to **The Calgary Eye-Opener**, a joke magazine which he eventually edited.

In November 1935 the Disney Studio hired him, initially as an inbetweener (an apprentice animator), but the irrepressible Barks soon began selling gags to the story department. Soon after, one of them (a robot barber's chair gag) became the climax of the second Donald Duck animated short, *Modern Inventions*.

Walt Disney assigned him to the story department, where he contributed ideas to *Fantasia*, *Snow White* and *Bambi* among other films.

Subsequently, the studio paired him up with Jack Hannah (before he became an animation director himself) and the duo worked on over 30 Donald Duck shorts together.

Just as the cartoons were box office hits, the US comics industry was also growing in popularity. In 1940, Barks and Hannah were commissioned by Western Publishing to adapt an unused animation plot, *Donald Duck Finds Pirate Gold*, into comics form.



**Four Color** #9, published in 1942, became the first comic to feature new Disney material (previous comics had only reprinted the newspaper strips).

Shortly afterwards Barks left Disney to concentrate on the comics. Continuing from the April 1943 issue (#31) of **Walt Disney's Comics and Stories** until his retirement in 1966, Barks wrote and drew over 500 10-page stories and 6371 pages mainly starring Donald and his family.

During his tenure at Western, he gave the squawking anti-hero a personality transplant. "He was just a noisy, quarrelsome brat in the movies," Barks admitted in a 1996 interview. "I changed Donald's character, I put him in a role where he had to act intelligently and speak well enough to put his thoughts across."

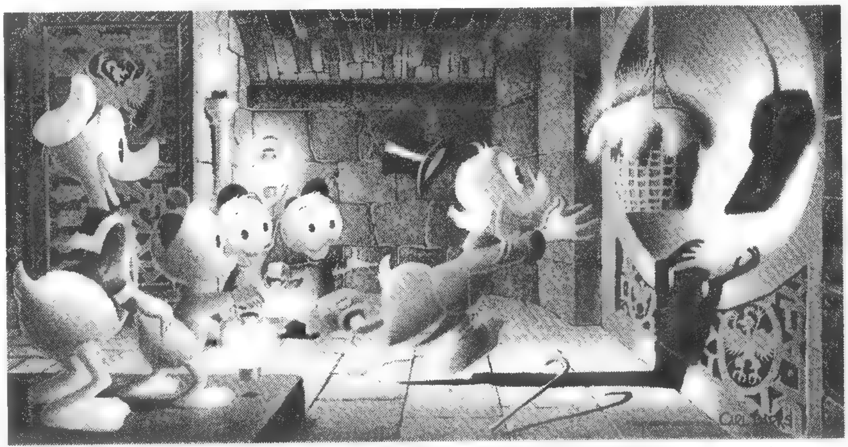
The duck had become a fully fledged everyman of a fowl, and Barks created an extended family to match (notably Donald's Uncle Scrooge McDuck, "the richest old coot in the world," who also went on to star in his own comic) as well as the fictitious Duckburg.

The resulting sales figures were astounding. At its peak in 1960, Barks' stories sold 22 million copies every month.

His entire duck work is still in print, in pulp, softback and hardback formats.

After he retired in 1966, he was given permission by Disney to produce oil paintings of the ducks for collectors, which today reach into six figure sums.

**Carl Barks**, cartoonist, writer: born Oregon, 27 March 1901; died Oregon, 25 August 2000.



*An example of the fine work Barks produced in his retirement, as limited edition lithographs.*

## CI competition winners update

### X-Men videos and game, CI #123

The five winners were:
**Karl Burtonshaw**, Swansea
**Martin McConville**, Southampton
**Lucinda Pettigrew**, Cornwall
**Donald Ridley**, Poole, Dorset
**J. A. Stark**, Newport, Gwent

Each received a copy of the Dreamcast game ***Marvel vs Capcom Round 2***, plus three animated X-Men videos *(Night of the Sentinels/Days of Future Past, Savage Land Strange Heart/Dark Phoenix Saga and Beyond Good & Evil)*. The correct answers were A, B, C, B.

### Judge Dredd collection, CI #117

**Matthew Alazia**, Southampton
**Stefan Anderson**, Aberdeen
**Andrew Aston**, Cornwall
**Pete Bayliss**, Hemel Hempstead
**Mr N. Bonallie**, Sunderland
**Paul Burgess**, Newport
**J. Byatt**, Hull, Yorkshire
**Peter Clark**, Egham, Surrey
**Steve Cook**, Cwmbran
**Don Cooper**, Halesowen
**Rob Cox**, Bishops Stortford
**Peter Hammerson**, Reading
**M. Meeks**, Little Chalfont
**Paul Nicholls**, Widnes
**Mark Paxton**, Stockport
**Russell Payne**, Plymouth
**Jason Tremain**, Erith, Kent
**Mark P. Viner**, Sydenham
**Michael Walsh**, Colchester
**Reuben Willmott**, Ipswich

Each winner received a copy of Hamlyn Books' **Judge Dredd: Necropolis**. The answers were C, B, C, C.

### X-Men signed variant, CI #117

The 25 winners were:
**Lennox Braithwaite**, London
**Lester Buckley**, London
**P. Cranfield**, Milton Keynes
**Stuart Davis**, Scarborough
**Krys Day**, Australia
**Geoff Denchfield**, Ashford
**Thomas Denning**, Sutton Coldfield
**Karl Dhaliwal**, Hayes
**Abigail Foley**, Lincolshire
**Glenn Fowler**, Norwich
**James Gale**, Glasgow
**N. Gregory**, Banstead, Surrey
**Paul Hayward**, Oldbrook, Bucks
**Dean Hazell**, Northville, Bristol
**John Hughes**, Eastbourne
**Jaspal Lall**, Kempston, Beds
**Philip Martin**, Harrogate
**Sami Melki**, France
**Ian Ridges**, Sheerness, Kent
**Valmiki Sewsarran**, Aylesbury
**Martin Spiers**, Wallasey, Wirral
**Lee Thompson**, County Durham
**Pythagore Vassiloglou**, France
**Lee Worrallo**, Solihull
**Matt Zitron**, London

A copy of the Dynamic Forces limited edition **X-Men** #381 signed by series artist Adam Kubert was sent to each winner. Answers B, C, B, C.

### John Watson Spider-Man prize draw, CI #115

The grand prize winner was **Rupert Pycraft**, Digswell, Hertfordshire who received John Watson's Spider-Man vs The Green Goblin oil painting as featured on the cover of **Comics International** #115.

The five runners up were:
**Bruce Chatterton**, Leamington Spa
**Phillippa Heath**, Stoke-on-Trent
**Jason Rose**, Taunton, Somerset
**Rajesh Shah**, Luton
**Robert Winterbottom**, Burnley

...who each won an uncut proof of the Blue Silver Kosovo Midnight poster signed by the artist, John Watson.

### Tomb Raider books, CI #109

The 25 winners were:
**David Aitkins**, Rhondda Cynon Taff
**Steve Bateman**, Otley
**B. C. Bean**, Wolverhampton
**Stephen J. Bishop**, Chesterton
**Dale Brown**, Denmead, Hants
**Arnold Calleja**, Mosta, Malta
**John Daniel**, London SW11
**Mr S. Dykes**, Southend-on-Sea
**Sarah Farrell**, Rickmansworth
**Darren Fountain**, Romford
**Dominic Howlett**, Witham
**Michael Jones**, Stratford-on-Avon
**Nick Lambert**, Fairlight, Sussex
**Paul Mennell**, Gloucestershire
**Claire O'Brien**, South Norwood
**Neil Pedwell**, Kingswood, Bristol
**Sydney Richardson**, Oxon
**David Stephens**, Plymouth, Devon
**Robert Toft**, Poole, Dorset
**Adrian Torson**, Macclesfield
**Richard Underwood**, Telford
**Graham White**, Lenzie, Glasgow
**Steve Williams**, Manchester
**Grant Young**, Edinburgh EH6
**Paul Young**, Workington, Cumbria

Each received a copy of Titan Books' **Tomb Raider/Witchblade: Covenant**, after answering B, A, C, A correctly.

### Star Wars signed softcover, CI #108

The five winners were:
**Ron Dann**, Tottenham, London
**Helen Lee**, Broxtowe, Nottingham
**Gary Loader**, Coundon, Coventry
**Lee Neal**, Great Barr, Birmingham
**Sean Quinn**, County Down

Each received a copy of Dark Horse's **Star Wars: Episode 1 – The Phantom Menace** softcover signed by writer Henry Gilroy, penciller Rodolfo Damaggio and inker Al Williamson. The answers were A, C, B, B.

### Writers on Comics Scriptwriting book, CI #106

**Mikey Auber**, Middlesex
**Sebastien Dulot**, France
**David Hands**, Blackpool
**Mr E. H. Hughes**, Mid-Glamorgan
**Christopher Hurst**, Fenton
**Luigi Lampetti**, Fano, Italy
**Jae Leitch**, Castlemilk, Glasgow
**Spencer Morrison**, Georgia, USA
**Charlie Russell**, London NW5
**Kent Taylor**, Henbury, Bristol

...were the lucky recipients of Titan Books' **Writers on Comics Scriptwriting**, a 288 page softcover by journalist Mark Salisbury. The answers were A, C, A, A.

# Harras out, Quesada in

*Further upheaval at struggling House of Ideas may lead to new direction with Marvel Knights head elevated as replacement for ousted longtime editor-in-chief*

MARVEL'S failure to capitalise on the worldwide success of the *X-Men* movie has led to the removal of Bob Harras. His place as editor-in-chief has been taken by Joe Quesada.

The sudden ousting of Harras and his swift replacement by the Marvel Knights head sent shockwaves round the industry. **CI** contacted Marvel contributors past and present to gauge response.

## Dan Abnett

Writer: **Force Works**

"It's impossible not to be impressed by what Joe's achieved with the Marvel Knights, so at the very least this is an extremely promising development for a company with a patchy output and chronic strategy problems.

At the very least, Joe could do away with the rampant old boys' network that has blighted Marvel creatively for a long, long time. Provided he doesn't replace it with a crony-ism of his own, of course. I wish him the very best of luck.

He's got a better chance than many of making a decent job of it."

## Brian Augustyn

Writer: **Imperial Guard**

"I love Joe Quesada, and Marvel Knights was my favourite stuff over there.

Good for him, and great for the fans."

## Joe Casey

Writer: **Cable**

"Quesada as Editor-In-Chief is a good thing. I don't even work with Marvel any more, and I still have high hopes. He's got my support."

## John Cassaday

Artist: **Union Jack**

"In the few years I've been in comics now, I've had the pleasure of dealing with Bob Harras and always found him to be good with people and good at his job. I think he worked very hard at improving a company with more problems than you could imagine. He deserves a lot of credit.

I also know Joe Quesada, and must say the best books Marvel has put out in the last couple of years have been the Marvel Knights line under his and Jimmy Palmiotti's watchful eye. He knows talented people and has a good eye for what they should be working on. I like the choice."

## Todd Dezago

Writer: **Sensational Spider-Man**

"Over the past five years or so, it seems that Marvel has almost been going out of its way to alienate as many members of the freelance community as possible. Hopefully, with the appointment of someone like Joe Quesada – a fellow creator and a positive, understanding guy – Marvel might have the opportunity to chase away the dark clouds that have hung over it for far too long."

## Steven Grant

Writer: **The Punisher**

"I like Joe, he's a nice guy, he's a creative guy, and it's shocking to imagine Marvel making that good a choice for editor-in-chief.

But I think we should wait and see before singing either *Happy Days Are Here Again* or *Won't Get Fooled Again*.

I wish him all the luck in the world, though."

## Tony Isabella

Writer: **Ghost Rider**

"I have the utmost respect for Joe Quesada, as witness the positive reviews I have given his and Jimmy Palmiotti's **Ash** over the years. I think he's done as good a job with Marvel Knights as anyone could have done in the current marketplace, a much better job than others with their similar deals have done.

His promotion is going to put him right in the line of fire, but I think he has a darned good chance of coming out of this alive.

I never had any contact with Bob Harras so I have to judge his tenure based on my being a professional comics writer, a professional comics reviewer, and an "no apologies" comics fan. On that basis, I think he did a pretty dismal job.

Outside of a few gems –mostly edited by Matt Idelson or Tom Brevoort – the Marvel books declined in quality during his tenure and he made some very bad decisions vis-a-vis alienating or firing talented writers and artists.

My hope for Joe's tenure in the Big Job is that he'll be able to continue bringing exceptional new talent to Marvel... and also create opportunities for those of us in this industry who haven't been given the opportunities to show that we're as good or better as we ever were.

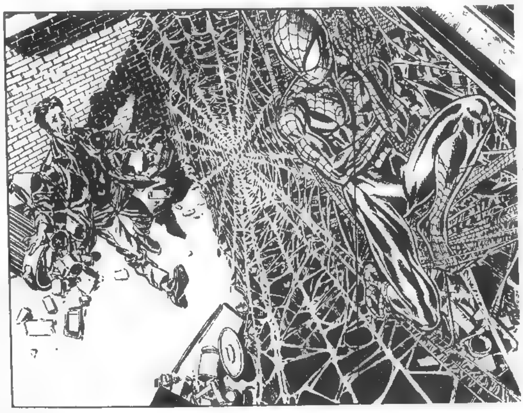
I wish both Bob and Joe well. I know Bob is a relatively recent father and I think he'll find parenting more rewarding than comics. I know my own children get me through times of no comics better than comics would get me through times of no children."

## Paul Jenkins

Writer: **Inhumans**

"First of all, my best wishes to Bob Harras who always laboured under the weight of curious business decisions made by previous owners of Marvel. In the end, I hope, he's probably breathing a sigh of relief out on a golf course somewhere.

I truly believe this presages an upswing not just for Marvel comics, but for comics in general. Joe's proven with Marvel Knights that he understands what makes a comic work. He knows what the creators need (and respects their needs) while at the same time being able to cut through their bullshit.



*Above: Phil Winslade art from a Marvel Knights four-parter – written by Paul Jenkins – that brings together two characters who currently figure prominently in Joe Quesada's life.* ***Daredevil/ Spider-Man*** *features his Marvel imprint's flagship hero while the web-slinger's titles are to be the initial focus of his attention as editor-in-chief.*

I had an opportunity to chat with Bill Jemas recently, and he seems like a pretty smart guy. I think this may be the smartest thing he's done yet."

## Dan Jurgens

Writer/artist: **Captain America**

"I know it isn't fashionable to talk highly of people after they've left a particular job, but as far as I'm concerned, Bob Harras deserves an enormous amount of credit for steering the great ship Marvel through a tremendously tumultuous time. While Bob was in charge, Marvel filed bankruptcy and changed management teams a number of times. During all of that, Marvel continued to put out the best books in the industry.

As for Joe, I wish him all the luck in the world. What encourages me most about Joe is his background as a creator. When I first came into comics it was a pleasure working at DC. This was largely because of guys like Joe Orlando, Dick Giordano, Ross Andru and others, all of whom were on staff.

They had worked as creators and understood the mentality of their workforce, their expectations and concerns. They were also more inclined to take chances and I feel confident Joe will act similarly."

## Len Kaminski

Writer: **Iron Man**

"Since, aside from the **Avataars** mini-series, I've been almost completely out of the loop where Marvel's concerned for the past several years, I don't know as I have much in the way of insight to contribute that's of any real substance.

I can say that back when dinosaurs ruled the Earth and I was on staff at Marvel, I did a couple of small pieces of work for Bob Harras, as well as did a bit of socialising with him and people closer to him after hours, and he always seemed like a decent guy to me, so I hope he at least got a good severance package and lands on his feet.

I don't know Joe Quesada – except by reputation – and I'd say that if he can do for the whole Marvel line what he did for the Marvel Knights imprint, we should see some very interesting things happening. And, just in case Joe is reading this – yes, I *am* available...

My best guess as to why The Powers That Be made this move is in the hope Joe will pull that scenario off.

What piques my curiosity most is if Joe intends to shake up the editorial staff, and if so, who'll stay and who'll go. But I can't even guess which way the wind'll blow on that one..."

## Jim Krueger

Writer: **Earth X**

"Joe's coming on board as E-i-C is great. He's obviously shown that he has a vision for Marvel's heroes and will no doubt launch a great new era for the company."

## Erik Larsen

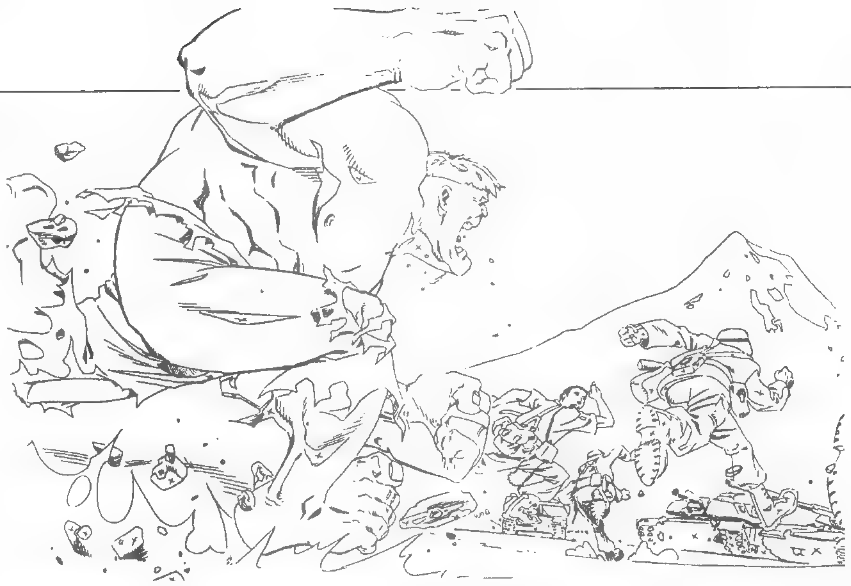
Writer/artist: **Spider-Man**

"In all honesty, I'm not sure what to think. Certainly from a fan/retailer perspective this looks like a good thing – the Marvel Knights books have been generally well received and if some of that heat can be spread around the rest of the Marvel Universe that might not be a bad thing.

I like Joe a lot – he seems like a good guy. My concern is that he can sometimes let folks do stuff for the sake of a single story that is ultimately detrimental to the company in the long run.

Was killing Karen Page and Electro, two enduring Marvel characters who had been around over 30 years worth a single story? I don't think it was – no matter how good it was. The end result is a couple toys taken out of the Marvel sandbox. I think the company desperately needs to think long-term.

J M DeMatteis wrote several touching and emotional stories in which he killed Aunt May, Kraven the Hunter and Harry Osborn – and the reason we cared was that these were long-standing characters that contributed a great deal to Spider-Man's supporting cast. He killed off important long-standing characters and his contri-



*__HULK Smash!__ puts another leading Marvel character into the hands of Joe Quesada's Marvel Knights. Written by Garth Ennis, the two-parter is drawn by John McCrea [pencils above] and Klaus Janson.*

butions to Spider-Man's cast: the White Rabbit, Professor Power and Frog-Man hardly make up for that loss.

This is a tough job – few people have walked away from it clean. The few fans that remain are demanding more from their comics in terms of consistency, continuity, layout, colour and presentation and those aren't necessarily the things that will attract the new readers the industry desperately needs.

Books for older readers are great and Marvel Knights titles have done well in that department but can Joe help deliver books that appeal to both new and old readers? I don't know.

I think it's possible – I think you can have both.

If Marvel insists on aiming all of its books at 35-year olds who live with their parents and spend every waking moment on the Internet – that's what their audience will become – we need the kids back.

Spider-Man, Fantastic Four, Avengers, Hulk, Thor, X-Men, Wolverine, Captain America and Iron Man need to be accessible to younger readers. Sometimes they are – but more often a reader gets the sense that Marvel's continuity is an overwhelming, convoluted, incomprehensible mess that they'll never fully understand. This is not a good thing.

Certainly we've seen that Bob Harras had his share of troubles holding it together. I hope that Joe can make it work. We've seen it work on a small scale – let's hope it can on the entire line.

I'm cautiously optimistic that this is the start of something great."

## Jae Lee

Artist: **Inhumans**

"I hope Joe can do for Marvel what he did for Marvel Knights. Perhaps now Marvel will be more receptive to new ideas and take chances on projects they would never have touched in the past."

## Jerry Ordway

Artist: **Fantastic Four**

"I think Joe Quesada has earned the job, really, with the success of Marvel Knights and this is one of the few times in recent comics history where someone has been promoted for being a success.

Many times these things are political and as a freelancer you just scratch your head and wonder why so-and-so gets this or that job. I like that the Marvel execs picked someone who proved he could sell comics.

I also have high hopes that Joe, being an artist, will be good for freelancers in general. In this marketplace, with a few exceptions, artists and writers have not been treated very well, due to the glut of talent. The companies can pick and choose with little regard to the human side of our positions, if we're left out in the cold.

Throughout the 1980s for example, DC had Dick Giordano as a top level exec who truly looked out for the people who produced their comics. I am hopeful Joe Quesada can devote some of his energies into making Marvel the creator-friendly place DC was then, by treating us a human beings first, and creators second. I'm rooting for you Joe!

As for thoughts on Bob Harras, I didn't have much contact with him as an exec, but knew him socially back in the late '80s. I always got along with Bob.

More importantly, Bob shepherded Marvel through some pretty tough waters these past years since the comics boom went bust, and that counts for an awful lot. I mean, bankruptcy is a pretty formidable opponent, and Bob got them through it.

Marvel's main line of comics is very solid, and the company he helmed is in a good position to improve on that success. I wish him the best, and will say that I was a fan of his **Avengers** writing as well."

## John Ostrander

Writer: **Blaze of Glory**

"I was asked elsewhere about all this and I have to admit I was flummoxed at the time.

Harras had an extremely tough job; keeping things going at a time of extreme upheaval at Marvel due to the bankruptcy proceedings and the changes in ownership and all. I don't know if he ever had a real chance to put his own stamp on the company; it's hard to sail towards a star when you're constantly bailing water.

Joe's a good guy and a talented man and loves comics. He's had success with Marvel Knights and obviously management is looking for him to repeat that with the company at large. What that means for the future – beats me. It'll be interesting to see what his plans are and what the company lets him do. I wish him the very best of luck."

## Steven T Seagle

Writer: **Uncanny X-Men**

"I think it's very exciting to have someone with Joe's energy and artistic aesthetic at the helm of Marvel. The sole reason I left Marvel was because I didn't feel Bob Harras was willing to let me do the job he hired me to do. Editorial direction is fine, but the Marvel I left suffered from extreme creative micromanagement.

From the quality and personal uniqueness of nearly all of the Marvel Knights books Joe has overseen so far, it is clear that this is not a problem apparent in his editorial style. His books crackle with the same energy of the great Marvels of the early '60s.

I've been asked if I'd be willing to go back to Marvel, and my answer has been the same – Not until there is a significant management change at the top of the editorial structure. Well it looks like that's happened, so now, who knows?!"

## Roger Stern

Writer: **Avengers**

"I don't really know Bob or Joe, but I wish 'em both the best. That's a helluva job for anybody to tackle."

## Jim Valentino

Writer/artist: **Guardians of the Galaxy**; Publisher: Image Comics

"With Marvel Knights Joe Quesada has shown incredible vision, impeccable taste and uncommon leadership ability.

I believe that he will bring all of these qualities to the MU and the Marvel line. This appointment is very good news for Marvel and for the industry as a whole."

## Walden Wong

Artist: **New Warriors**

"I was sad to see Bob Harras go. He was a very good editor-in-chief and he was also the person who gave me my first Marvel Comic work. He's good at what he does and he's a really kind person. I wish him the best of luck with his future. Hopefully he'll be staying in the industry.

Joe Quesada does a lot of good things as well. Look at Marvel Knights!

If he can do with Marvel what he did with Marvel Knights, then he's a good replacement. I've always enjoyed his art and the things he's doing with editorial shows his artistic side.

# Former Marvel editors-in-chief speak out

## The '90s: Tom DeFalco

Bob is a very talented and good man who worked hard, sacrificed much and tried his best to run Marvel editorial during a very turbulent time, and I know his life is about to get a lot more pleasant.

Joe is as enthusiastic as he is creative, and an excellent choice to replace Bob. If Joe is allowed to achieve his vision, Marvel – and the entire comic book industry as well – will prosper. And I sincerely wish him the best of luck!

## The '80s: Jim Shooter

I wish Joe the best of luck. He's smart and talented. I believe I gave him his first professional work at Valiant.

I don't know anything about Bob's removal. I remember Bob as a reasonably competent assistant editor during my Marvel days. Maybe he's grown up since then and was forced into the disastrous editorial policies Marvel has embraced during his watch, or maybe he deserved to be fired.

I read an interview in **Wizard** in which he was asked to describe what Marvel looked for in prospective writers and artists. He replied to the effect that good writing, inking, etc. is hard to define – you know it when you see it. I thought then, and think now, that a Marvel editor-in-chief who can't describe the criteria by which he makes judgments probably doesn't often make good ones. Perhaps he was having an off day or had a reason to be uninformative. Or maybe, he just doesn't have a clue.

No one upstairs at Marvel would have been able to tell that, by the way – and I know that because I know them. At various times nearly every one of them has told me so in so many words. It apparently took a long period of bad sales to bring one of them to the opinion, right or wrong, that Bob couldn't perform. Whatever. I wish him well.

Diamond, in Previews, I think, used to publish (maybe they still do) end-of-the-year state-of-the-industry/business prognostications written by industry notables.

I recently came across a copy of one that I wrote in 1992, during the height of the speculator boom, in which I predicted the collapse of the industry. People laughed or ignored me, but it happened pretty much the way I said it would.

So, now hear this: the future of the comics business is bleak unless Marvel is sold, as I suspect it will be, to new owners and those new owners are very wise about acquiring new management and also willing put a great deal of money and effort into reviving the industry.

## The '70s: Marv Wolfman

I don't know Bob at all – we've briefly met once or twice at most, so I have no knowledge at all about the job Bob has done. I also don't know Joe personally but I've been following his work since The Ray and have greatly admired it and the job he's done on Marvel Knights.

Having been Editor-In-Chief of Marvel in the '70s, I know how difficult the job can be, especially the business side of it, and wish him the best. The industry needs a major creative push forward and I hope he can navigate the political side so he can repair the creative side.

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*a) Justice League of America*
*b) Justice Society of America*
*c) Justice of the Peace of America*

**Which of the following is not in the same series as the new Wonder Woman book?**

*a) Batman: The Complete History*
*b) Brother Voodoo: The Complete History*
*c) Superman: The Complete History*

**Who played Wonder Woman in the 1970s TV series?**

*a) Cathy Lee Crosby*
*b) Lynda Carter*
*c) Linda Lee Danvers*

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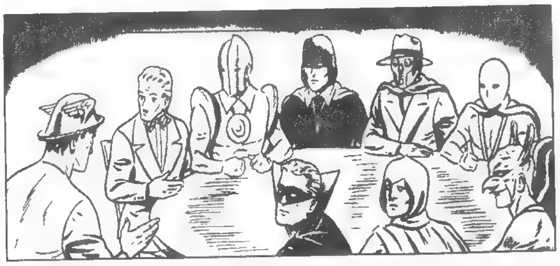
# JSA: Archetypal superteam



OVER THE past 24 years, DC has a made several attempts to re-establish the original superteam in its own title but with varying degrees of success until now. Launched in 1999, **JSA** reaches across generations, appealing to fans of the Golden Age Justice Society of America, to continuity aficionados and to those with no interest whatsoever in the group's 60-year history.

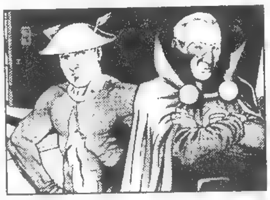
### JSA

***Feature by Mike Conroy***

**JSA** – drawn by Stephen Sadowski and Michael Bair – is one of DC's best-selling series. It is outsold only by **JLA** and the core Batman and Superman titles.

The springboard for the comics' launch was a clutch of 1999 specials given the umbrella title *The Justice Society Returns*. This event was spearheaded by David Goyer and **Starman**'s James Robinson, the writers of **JSA** #1-5. Geoff Johns took over from Robinson as of #6.

## The Flash and Sentinel



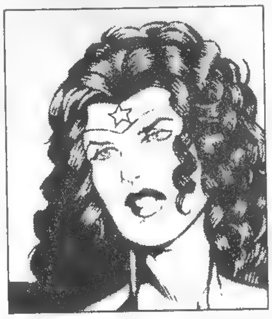
**JSA** focuses on a line-up that features second and third generation heroes alongside veterans including two of the team's Golden Age founders.

One of those originals is Jay Garrick, the first Flash, who is capable of running almost at the speed of light.

He has been part of the team since its inception in 1940's **All-Star Comics** #3 as has the hero now known as Sentinel. Formerly the Golden Age Green Lantern, Alan Scott is master of the green flame of the Starheart occult energy he uses to create anything he imagines.

He adopted his new identity in **Showcase '95** #1.

## Wonder Woman



Wonder Woman is a member of the original team who joined after its formation . In the less enlightened 1941, she became JSA secretary in **All Star Comics** #11.

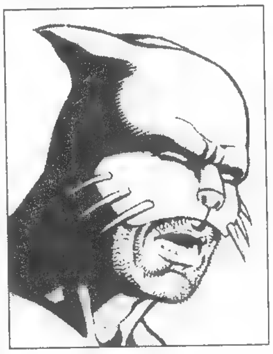
In the contemporary DC Universe, the Amazon Princess is a fully-fledged member of the JLA so her place in the current JSA was filled by her mother, Queen Hippolyta, who chose to take reserve status when the team was officially reformed [in #4].

## Black Canary

Dinah Drake Lance – the Black Canary – entered the JSA's ranks in 1948 in **All-Star Comics** #41. However, it is her daughter, Dinah Laurel Lance, a skilled detective and martial artist, who takes her place in the current team.

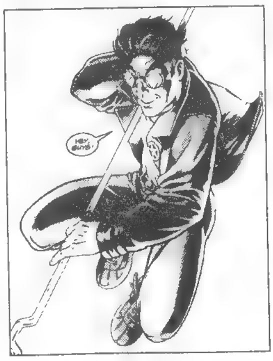
Black Canary is also a JLA member. Unlike Wonder Woman, however, she has retained membership of both teams. An international troubleshooter, she also maintains an alliance with Oracle, being one half of the **Birds of Prey** team.

## Wildcat



Ted Grant alias Wildcat is also a Justice Society veteran. A former champion heavy weight boxer, his combat skills are such he has trained many top fighters, including the Batman. He did not join the team until 1945 [**All Star Comics** #24].

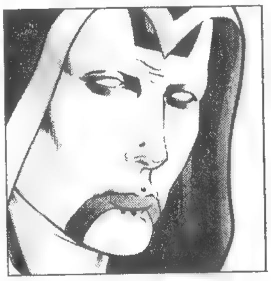
## Starman



Jack Knight is another in the current team with blood ties to an original member.

The street savvy son of Ted Knight aka Starman, he donned the costume after his elder brother was killed following in his father's footsteps as wielder of the cosmic rod.

## Hourman

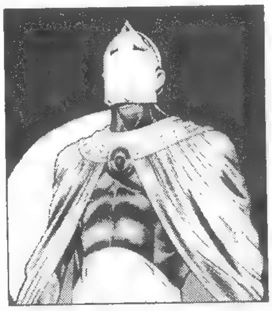


A naive intelligent machine colony from the year 85,271, he also has direct links to one of the Justice Society's founder members.

His genetic software carries the memories of Rex Tyler, the Golden Age hero of the same name. Superstrong and able to fly, he also has the ability to move between time duing his power hour.

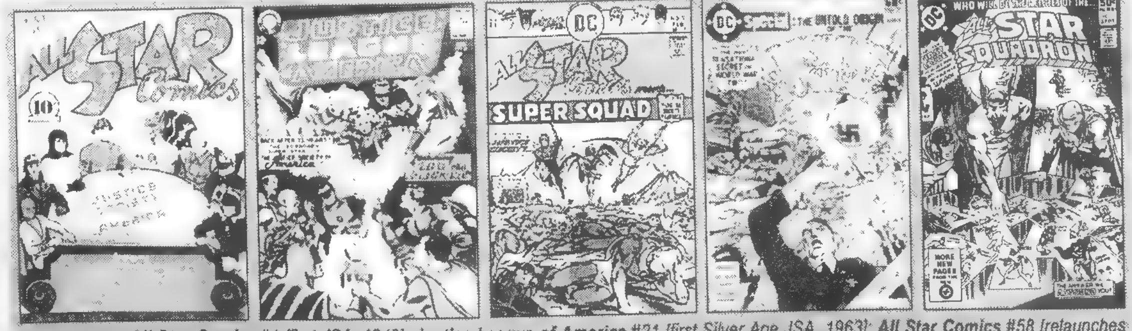
His first appearance was in 1998 during the *DC One Million* crossover event.

## Scarab, Fate and Doctor Fate



Little is known about Scarab, a member of the present day JSA who has been around since the Golden Age.

The mystical hero who



*Cover gallery: **All Star Comics** #1 [first JSA, 1940]; **Justice League of America** #21 [first Silver Age JSA, 1963]; **All Star Comics** #58 [relaunches in own title, 1976]; **DC Special** #29 [Untold tale – why the JSA did not win World War II, 1977]; **All-Star Squadron** #1 [World War II retro series, 1981].*

## Behind the scenes: JSA's David Goyer

*BLADE* film scripter David Goyer told CI that JSA began when DC approached James Robinson to launch a new Justice Society of America title. Already moving out of comics and into movies, the writer invited Goyer – his Starman co-plotter and occasional screenwriting partner – to join him on the venture

**Trial by fire**

Goyer explained that DC then suggested they reintroduce the team in a one-shot featuring the Golden Age line-up

"But," he added, "It just kept getting bigger and bigger and suddenly became the full skip week event [*The Justice Society Returns*]. Within a matter of two weeks I'd gone from not scripting any comics to – along with James – spearheading the whole crossover. It was quite a trial by fire, especially as – while I was familiar with the characters – I had hideous amount of research to do in a very short period of time."

**Continuity**

Discussing the many threads that tie JSA into DC continuity, Goyer remarked, "One of the things that's fun about working with DC is that they have this vast universe and repository of characters

"I think you can have these people make walk-ons, you don't necessarily have to get involved in a really convoluted back-story Readers can enjoy them without knowing that."

**Scarab and Mordru**

Goyer said that it was his idea to bring in Scarab, a hero so obscure that even Robinson – well-known for his knowledge of DC continuity – had never heard of him.

"We tried to write the Scarab in such a way that, if you'd read his previous appearances, you'd enjoy it but it wasn't required," the writer explained. "That is sort of the number one rule for me in terms of bringing in these characters.

"It was the same with Mordru," Goyer added. "I don't think you needed to have read any of the stories but, if you are familiar with him, nothing we did contradicts what went before."

**Bones and the Beetle**

Among those who have appeared briefly in JSA are former Green Lantern John Stewart, Dr Iker – a reformed Hourman foe and Mr Bones, once an enemy of Infinity Inc, now head of the Department of Extra-Normal Operations.

"Whenever I need secondary characters, I look for anybody existing in the DC Universe that can fill the role, just as a walk-on.

"There's a scene in one of the upcoming issues – around #21 – where there's been a significant amount of damage to the team's headquarters. Just a throwaway but there's a bunch of people from KordCo – Ted Kord, the Blue Beetle's company – installing some things in the background."

**Crisis? What Crisis?**

"Oh God," was Goyer's response when asked to clarify exactly how long he and his current co-writer Geoff Johns considered the JSA to

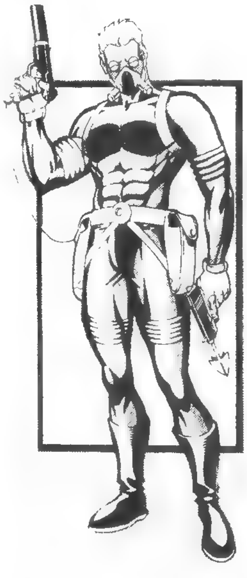
# still at the top 60 years on

first appeared in 1944 is known to have adopted other aliases. One of his exploits involved him with the JSA while two other adventures teamed him up with Doctor Fate – another of the team's founders.

Fate - the doctor's then-current incarnation – was killed in **JSA** #1. Scarab was the catalyst for the new Doctor Fate, Hector Hall, introduced in **JSA** #4.

Hall first appeared in **All-Star Squadron** #25 [1983] an issue which introduced Infinity Inc, a team mainly made up of descendants and heirs of the original JSA. The son of Hawkman and Hawkgirl, he was first known as the Silver Scarab but became the Sandman in **Infinity Inc** #49.

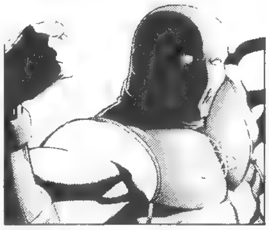
## Sand



Originally the Sandman's sidekick, Sandy, the current team's leader was never a member of the original JSA even though, like Scarab, he has been around since 1939.

Now calling himself Sand, Sanderson Hawkins is the ward of Wesley Dodds and – revived from suspended animation, can adopt a silicoid form, move through earth-based objects, absorb and release seismic energy and travel along fault-lines.

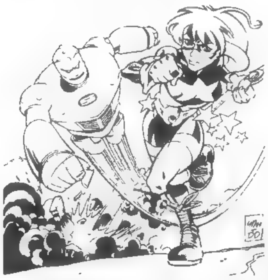
## Atom Smasher



Unlike most of his other Infinity Inc peers, Albert Rothstein's link to the 1940s JSA was not through family but through religion – Al (The Atom) Pratt was his godfather.

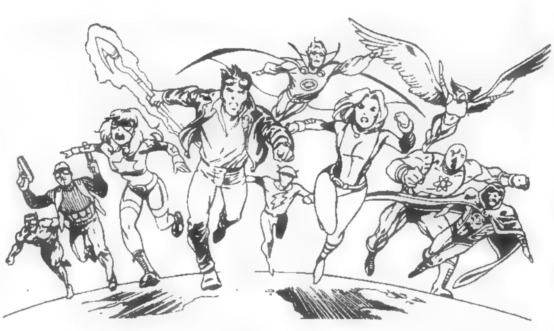
Born with super-stength, Rothstein was known as Nuklon when he made his first appearance [in **All-Star Squadron** #25]. Now calling himself Atom Smasher, he can alter his molecular structure at will to increase his height to 15' tall – with an attendant increase in mass – or decrease his body density to enable him to pass through solid matter.

## Star Spangled Kid



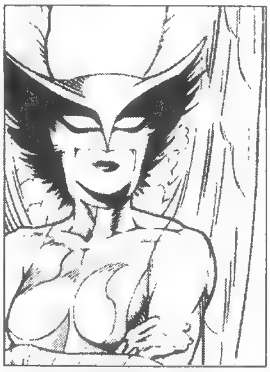
Introduced in 1999's **Stars and S.T.R.I.P.E** #0, the current holder of the cosmic converter belt is Courtney Whitmore, a teenager whose stepfather, Pat Dugan, was the original Star Spangled Kid's sidekick.

A founder member of the Seven Soldiers of Victory, the Golden Age Kid – alias Sylvester Pemberton – went on to replace the original Starman in the JSA before forming Infinity Inc.



*Above: The Justice Society of America from the cover to **JSA** #1 [1999] by Alan Davis and Mark Farmer.*

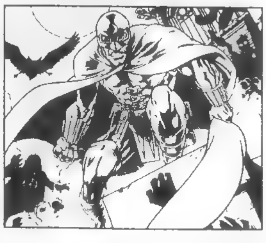
## Hawkgirl



Kendra Saunders, Hawkgirl, is the final member of the new JSA's initial line-up.

Introduced in **JSA** #1, she is related to Carter and Shiera Sanders Hall aka Hawkman and Hawkwoman.

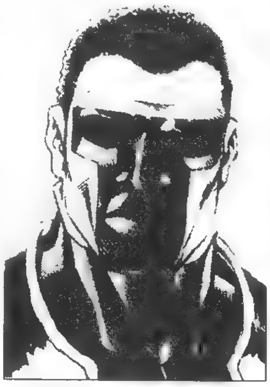
## Doctor Mid-Nite



Following the new Dr Fate, Doctor Mid-Nite became the next revamped version of a founder to appear in **JSA**.

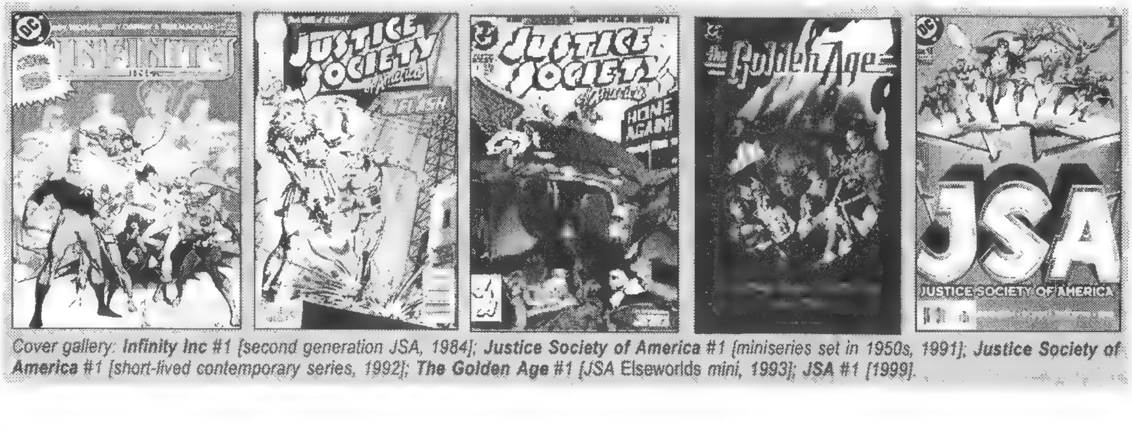
Created by Matt Wagner for his 1999 **Doctor Mid-Nite** series, Pieter Cross – like his predecessor, Charles McNider – is blind. But the incident that led to his loss of sight has also given him the ability to see in the dark. He made his **JSA** debut in #7.

## Mr Terrific



Another revamped Golden Age JSA member, Michael Holt was inspired to become take the role when he learned of the original  in **The Spectre** #54 [1997].

Holts's first appearance in **JSA** was #11. A martial-arts trained Olympic-level athlete, retired electronics engineer and financier, he has created devices that make him invisible to cameras and other electronic surveillance equipment. He has also manufactured drones as his information gatherers.



*Cover gallery: **Infinity Inc** #1 [second generation JSA, 1984]; **Justice Society of America** #1 [miniseries set in 1950s, 1991]; **Justice Society of America** #1 [short-lived contemporary series, 1992]; **The Golden Age** #1 [JSA Elseworlds mini, 1993]; **JSA** #1 [1999].*

## Behind the scenes: JSA's David Goyer

have been around in DCU time.

"Crisis [on Infinite Earths]! That element of it just gives me a complete headache," he exclaimed. "In my mind – and I think we stated this – these characters have been walking around in the DC Universe, as heroes, since World War II.

"In terms of DCU time, obviously, they were on the scene well before Superman, for example," Goyer said, adding, "I think they're using the 10-year rule for him and the others. Superman isn't tied to the '40s any more. Not since Crisis."

### Hawkman

That the Winged Wonder is being brought back to the DCU in the pages of JSA has been well-known for sometime. Much-awaited by fans, there has been a great deal of speculation as to which version of the continuity-plagued hero will be returning.

"When I started sifting through all the old Hawkman stories, I just could not believe what an incredible mess had been made of the character," Goyer exclaimed. "I was stunned at the ineptitude. It was simply convolution upon convolution upon convolution. It was just mind-boggling!"

"Hopefully we haven't added to the mess," he remarked. "It was incredibly daunting, a combination of trying to do a little bit of retconning and just judiciously ignoring whole chunks of what we thought was bad writing!

"We made one major tweak to the Hawkman mythology," Goyer added. "One that I'm not prepared to reveal. Aside from that, nothing we've done contradicts anything that's gone before."

Unsurpisingly, he refused to divulge the identity of the new – or returning – Hawkman He did, however, reveal that the story takes place on Thanagar but, he added, "That doesn't necessarily mean it's Katar Hol though!"

"If people are assuming it is because it takes place on Thanagar, then they're mistaken," he said.

### Injustice Society

The JSA writers work well ahead of publication With issue #15 just hitting the shops, Goyer said that he and Johns were finishing the script for #25.

"The next arc is *Injustice be Done* with the Injustice Society," said Goyer. " I think that, with this story, people will realise that we've been sowing the seeds for a lot of little subplots.

"More has been going on than the readership realises," he stated "People have been commenting on how easily Wildcat beat the Injustice Society [in #10] but that wasn't arbitrary. Let's just say that they may have wanted to give the appearance of being easily defeated for a reason."

Goyer added that, before getting into the Hawkman serial, there will also be a couple of "much needed" *Day in the Life...* stories that explore Doctor Mid-Nite and Black Canary's burgeoning relationship as well as beginning the new Doctor Fate's search for his wife.

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# Aqualad is no Barbie Girl

## Toys and Merchandise News by Jim Hannah

***Hot lines and cold casts in fantasy merchandise***

THE latest in the growing line of DC Direct action figures based on the comicbook characters has just been announced in the form of the Aquaman and Aqualad deluxe action figure set.

The King of the Seas and his trusted sidekick are represented in their Silver Age incarnations, with Aquaman holding a detachable trident and standing astride a 4.25" tall seahorse base.

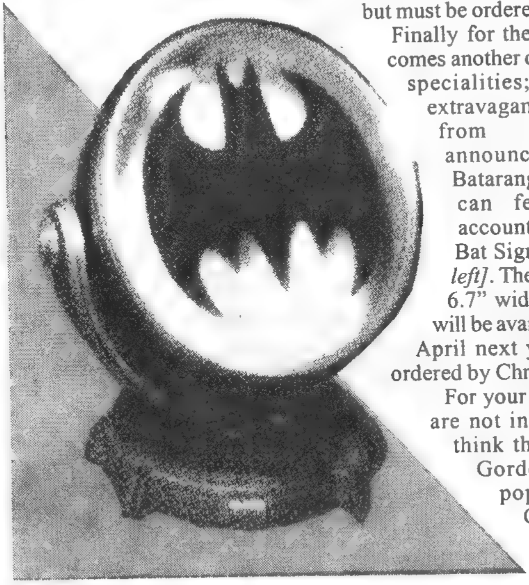
Aqualad *[pictured above]* comes on a 2.25" tall base representing a wave – watch them fly! Figures are of course interchangeable on the bases.

Elsewhere on the DC action figure roster are three Wonder Woman-related pieces, depicting friend and foe of the iconic Amazon Princess.

First up is definitely a foe. Ares – looking more like something out of the middle ages – stands at 6.25" tall, wielding a mighty sword and double-edged chopper. The figure comes complete with cloak and scabbard.

A fairer sight is Wonder Woman's trusted ally Artemis. The skilfull swordswoman once took Diana's place as Wonder Woman, and so represents a crucial part of the story. The figure is the same height as Ares, with accessories including a bow, a quiver and a sword.

Finally, another foe is represented in the Cheetah figure. Accessories are not required (check out the claws!) and so the figure is represented on a roughland base. The figures will all be out in March 2001, but must be ordered now.



Finally for the rich and strange comes another of those DC Direct specialities; the ludicrous extravagance. Following on from last month's announcement of a Batarang, this month you can feast your bank account on the exclusive Bat Signal prop *[pictured left]*. The lamp is 8" tall and 6.7" wide and it rotates. It will be available in shops from April next year, but must be ordered by Christmas.

For your $149.95, batteries are not included, so do we think that Commissioner Gordon had to keep popping down to Gotham News to get a couple of AA batteries?

# Nibbler is here in a big way

SO THE Simpsons special was last issue, so what? *Futurama*-related toys are coming thick and fast, as shown last month, and we're not ones to bend away from trends to suit our own ends.

Nibbler, cycloptic Leela's beloved companion from Matt Groening's *Simpsons* follow-up, has just been blown out of proportion.

Moore Action Collectibles will be releasing a 9" Nibbler in addition to the regular action figure line which was featured in CI #124's *Toy News*.

"In the process of doing the six-inch action figure line, we just fell head-over-heels in love with the little three-eyed fellow. We just couldn't help ourselves," confessed Moore Action Collectibles head honcho Clayburn Moore. Thus the idea was born. Come November, you too can have this enlarged alien creature for yourself at the price of $19.95.

# New Buff stuff

ABOVE: Buffy will be available with two different outfits.

MOORE Action Collectibles is coining it in on the TV spin-offs, with a second series of *Buffy the Vampire Slayer* related figures just having been announced.

The series will be out in two sections this coming winter. The second wave corresponds to the second season of the *Buffy the Vampire Slayer* TV show, with the five characters and their general appearance changing to suit.

Buffy, Giles and Oz are all set to ship in December, with the next wave (consisting of Cordelia and Xander) following in February.

In addition, Moore Action Collectibles has announced a few little exclusives to keep fans of the Buffster entertained. A special variant of Oz is already on sale, with a Werewolf Oz figure set to become available with new head and hands. There will also be a Cheerleader Cordelia with the Sunnydale High uniform, pom-poms and a megaphone plus Fiesta Giles complete with a poncho and a sombrero!

Finally, Spike is set to be plasticised for the first time with a figure in this set of exclusives, available only through Fandom.com. There will also be a variant Buffy with different shirt colour and hairstyle being released through **ToyFare Magazine**. Enjoy!

# Irwin Toys announces comprehensive range

IRWIN Toys has made its way by plundering the casts of Japanese comicbook titles including **Dragonball Z** and **Sailor Moon**. The products have frequently been repackaged variations of figures previously released by Bandai in Japan.

However, this month it announced its plans for 2001, and its self-created figures should to take them on to bigger and better things.

The plans focus largely on the four established product lines, namely those of Dragonball Z, Sailor Moon, ReBoot and SCX racing.

Series 14 and 15 of the Dragonball Z line started introducing characters which had not previously been represented in action figure form, and series 16 has seen an improvement in articulation, with figures fully moveable below the waist. Well, nearly fully moveable. Figures include Kai *[above]* and Krillin *[right]*.

The Sailor Moon line is being targeted at a younger, female audience, to which end the toys are a Barbie-like 11.5" in height with an extensive wardrobe and accessories.

# McFarlane fishes around for new ideas

ABOVE: The Crow: "Please don't put me in a fish tank."

MCFARLANE Toys has announced several retailer exclusives that are due to hit the shops before Christmas in order to soak up the usual ideas void.

Prestige follows one of the toys, a makeover of the 12" Mandarin Spawn. This figure won the **ToyFare Magazine** award for Best Paint Application, and is to be made available at Toys 'R' Us. The new edition of the figure has an updated teal blue and burnt orange paint scheme – but will it qualify for the award again? Time will tell.

McFarlane will also be re-releasing three Danger Girls figures. Originally issued in 1999, these deadly divas have a new base and will be available in a collector's fish tank.

Indeed the fish tank is smattered all over this month's output. James O'Barr's The Crow is similarly encased, reissued as he is with a new diorama, plus a guitar and a companion crow *perch*ing on his shoulder.

IF IT'S Marvel material you're after, check out this recently announced mini-bust of comicbook badboy Sabretooth. More animal than man, he has been a claw in the side of Wolverine and the other X-Men for too long. The bust measures 5" in height, including its base and retails for $40.00.

## In Brief

DC DIRECT has shelved its plans to [illegible] a series of action figures celebrating the 15th anniversary of Alan Moore and Dave Gibbons Watchmen comicbook The author is said to have expressed reluctance to get involved with such an enterprise.

NOW, some of you crazy kids (average age 38) may remember the Transformers Yes? Well, get set. Transformers Generation 1 are making a comeback in Japan. New figures of Optimus Prime, Megatron, Arcee, Starscream and Ultramagnus have just been released together with a new website at www takaratoys co.jp/TF/index.html. And it won't be long before they're here, mark my words.

DIAMOND Comics Distributors has released details of the highly anticipated Famous Covers Divas assortment, coming later this year as part of its Marvel History programme. The collection features 8" cloth-costumed and fully-poseable action figures of The Avengers' Scarlet Witch and X-Men's Psylocke Psylocke also comes complete with a psi-blade accessory.

THE SIDESHOW Toy Company is best known for its Universal Monster products, but it has recently annunced some new additions to its line 12" dolls featuring characters from *Monty Python and the Holy Grail* have been commissioned, as well as figures from *The Dark Crystal* and Mel Brooks's *Young Frankenstein* Now that is a toy line you want to see more from.

TOY Biz continues its Marvel superhero renaissance this autumn with the release of the first assortment in its 6" scale X-Men: Evolution action figure line. This new line is based on the upcoming all-new *X-Men: Evolution* animated series, featuring a new X-Men continuity where the mutants are teenagers again, learning to use their mutant abilities.

THE questiono ver what will be done with Nintendo's *Legend of Zelda* toy line has been addressed by Toy Biz with the announcement that there would be a series of figure/vehicle sets made available which would be marketed in a similar fashion to the popular *Mario Kart* line. Further anxiety was mopped up by the addition that the vehicles in question would in fact be horses. Characters already in an advanced stage of development are Link and his trusty steed Epona, Gannon and his warhorse, and Zelda together with her bodyguard Impa and her horse.

OKAY, so soldiers are not fantasy merchanidse. Or are they? Hasbro has just announced its PT 109 Boat Commander G.I. Joe, whose face is none other than that of John F. Kennedy. If that's not fantasy, then Action Man's the President.

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# Tomb Raiding: Top Cow moves into movies with loot from TV's graveyard

## Mike Conroy's Frame to Frame

***Charting the latest news between films and comics***

IT HAD to happen. Hollywood has already pillaged ideas from TV series from the 1960s and '70s. It was only a matter of time before its beady eye turned to *The A-Team* and other prime time material airing during the '80s on what – during his days as a TV critic – Harlan Ellison referred to as the Glass Teat.

But what do the movie moguls hope to gain from reinventing TV hits (and misses) for an audience that wasn't even born when the series were first broadcast?

Maybe the shows are fondly remembered but, it's by the parents... or grandparents! Why should kids go to see *The Avengers*, *Wild Wild West*, *Lost in Space*, *My Favourite Martian* and the like? They're not even particularly good movies!

Nostalgia? Forget it! That doesn't wash if the audience wasn't around to remember it in the first place!

Or is it that Hollywood is so desperate for ideas that it has to look for them in the past?

That's a strong possibility, given that the stream of remakes seems to encompass everything from *Psycho* to *The Absent-Minded Professor* and *Doctor Doolittle*.

And, of course, we mustn't forget the foreign films that get Americanised. These range from Akira Kurasowa's *Shichini no Samurai* which took John Sturges six years to turn into *The Magnificent Seven*, Colinne Serrau's *Trois Hommes et un Couffin* remade just two years later – by Leonard Nimoy (!) – as *Three Men and a Baby*, Luc Besson's *La Femme Nikita* which became **John** Badham's *Point of No Return* only three years after.

*Above: The most recognisable of* The A-Team *cast, Mr T as B A Barracus.. Top: The A-Team – clockwise from top left: B A Baracus, Howling Mad Murdock, Faceman Peck and Hannibal Smith with Dishpan Sanchez, a season five addition.*

Even the UK's cinema industry isn't immune... Sylvester Stallone is currently involved in a remake of Mike Hodges' *Get Carter*.

One of the all-time great British gangster movies, it starred Michael Caine and has already been remade once for US audiences. *Hit Man* came only two years after *Get Carter*'s release. An early blaxploitation film, the cast included Pam *(Jackie Brown)* Grier.

And then there are regular new versions of movies based on public domain material from Alexandre Dumas' **The Three Musketeers** to Sherlock Holmes and the works of Charles Dickens. But don't include Marty Feldman's *The Last Remake of Beau Geste*!

And let's not get started on sequels or live-action versions of cartoon series!

### Top Cow Entertainment

Following the template created by Mike Richardson at Dark Horse, Image co-founder Marc Silvestri has set up Top Cow Entertainment.

Much in the same way that the Dark Horse publisher was able to use the contacts established by *The Mask* film to recreate himself as a movie mini mogul, the Top Cow head honcho is moving into film production off the back of properties based on his imprint's *The Darkness*, *Fathom* and *Witchblade* comics.

But the **Tomb Raider** publisher has chosen a movie based on a 1980s TV show to set the ball rolling! Admittedly, it's one that lasted five seasons but what is he thinking of?

Who is the 41-year-old's target audience? Himself and others of his generation? They don't represent the bulk of the cinema-going public.

Who's going to be hooked purely on the idea of an *A-Team* movie? Certainly not today's teenagers. It's based on a TV series their parents used to watch.

### Year 2000 action/comedy

Why has Silvestri chosen to pay good money – believed to be in the low-six to low-seven figure bracket or, in plain English, somewhere between $100,000 and $1,000,000 – to acquire a property that will still have to be sold to movie-goers? He would have been better off spending the money on something original he could have obtained for less.

Top Cow's answer? According to development head Chris Carlisle, "We want to take the incredible brand awareness of *The A-Team* and turn it into a year 2000 action-comedy."

## The A-Team

Top Cow is aiming for a 2001 release for its update of the TV series.

Originally in turnaround at Universal Pictures, the project has been acquired by Top Cow for Fox 2000. *A-Team* creator Stephen J. Cannell and Top Cow Productions [Film] president Spike Seldin are producing with Silvestri taking the executive producer role.

Seldin commented, "*The A-Team* will be a live action feature with a contemporary feel that will likely have substantially younger characters than its forerunner."

*The A-Team* first ran on US TV from 1983 to 1987, a total of 98 episodes. The basic premise of the show was perfect for the episodic nature of US series.

It featured a crack commando unit on the run for a crime they didn't commit – God forbid that it should be otherwise! With the Government after them, they become soldiers of fortune, helping those who are unable to help themselves.

The show spawned an animated spin-off and prompted Marvel to publish a three-issue **A-Team** comic.

Maintaining the comics connection, *Rocky III* star Mr T – arguably the most distinctive of the *A-Team* cast – gained his own title in 1993. The series was technically a spin-off from his 30-episode animated TV series which aired from 1983-86.

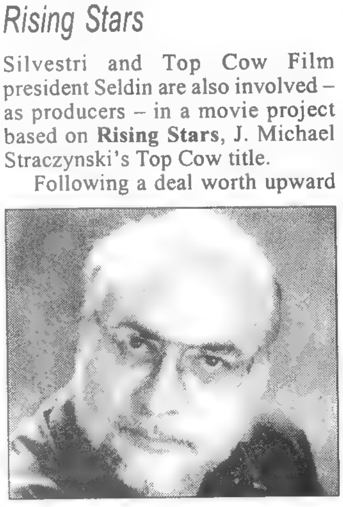
Now's **Mr T and the T-Force** was produced by Neal Adams and his Continuity crew. It managed 14 issues (and an annual).

As well as *The A-Team*, Cannell's TV credits include *Rockford Files*, *Wise Guy*, *Hunter* and *The Great American Hero*, a spoof superhero series. Recently he has been writing novels with **The Devil's Workshop**, **The Plan** and **King Con** published.

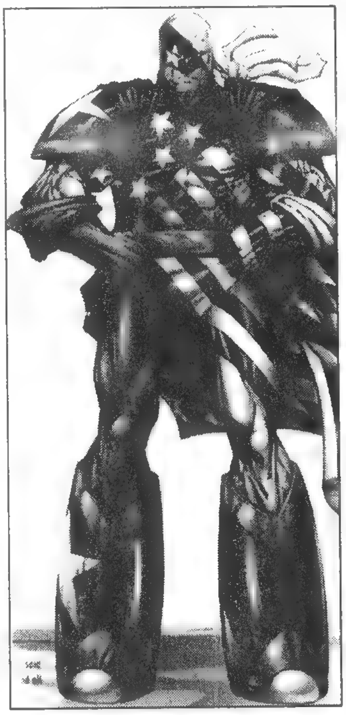
## Rising Stars

Silvestri and Top Cow Film president Seldin are also involved – as producers – in a movie project based on **Rising Stars**, J. Michael Straczynski's Top Cow title.

Following a deal worth upward of $1 million, MGM and Atlas Entertainment/Gold Miller/Third Rail are developing the feature. *Babylon 5* creator Straczynski is scripting.



Above: **Rising Stars** creator/writer J. Michael Straczynski.



Above: Patriot from **Rising Stars**; art by Christian Zanier and Livesay.

Atlas's Charles Roven and Richard Suckle are financing and co-producing, Atlas and MGM already envisioning a *Rising Stars* trilogy.

"This is exactly the genre that is hot now," said Roven. "It became clear to us that the comicbook could be a unique film."

Straczynski's story tells of 113 people who, following a fireball burst of energy that hits a small Midwestern town, gain special powers. Then, 25 years later, many of those affected by the blast begin to mysteriously disappear.

"What I tried to do with this story is take all the tropes and cliches of comicbooks and turn them on their heads," said the *Babylon 5* creator whose first title for Joe's Comics – his own Top Cow imprint – is **Midnight Nation**. Drawn by Gary Frank, it launches in September.

Currently Straczynski's four-part murder mystery, ***Tribulations***, is being serialised on Warner Publishing's Bookface.com. The writer is also creating *City of Dreams*, a 13-episode radio drama for Scifi.com.

## Deadman at TNT

Something else that has possibly arisen from the *Witchblade* TV movie is TNT's decision to use more comics-related material.

Warner Bros Television is now developing a *Deadman* pilot for the satellite/cable broadcaster. But it is unlikely to be DC's murdered circus acrobat who first appeared in **Strange Adventures #205** [1967] and whose spirit can possess anybody. TNT is planning to feature a dead stuntman who can only take over his "nerdy accountant brother".

So why ruin the Deadman idea?

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| **Wildcats** #1 (new) -DF European variant | £4 95 |
| **X-Men** -Marvel chrome edition -reprints classic issues #1-2 | £8.95 |
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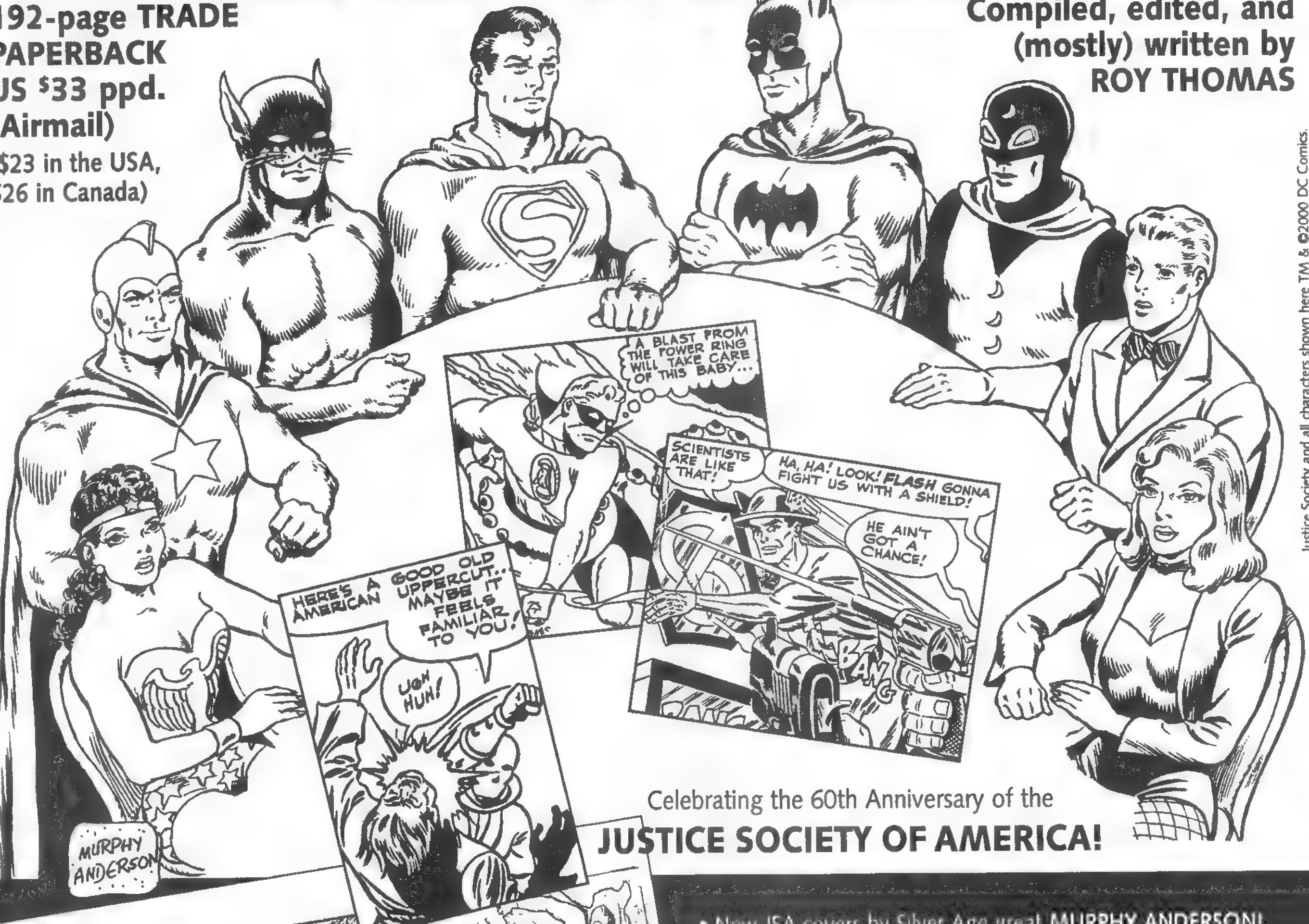
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# What a difference the UK makes

### Hot Shots by Phil Hall

***Forecasting November's hits and flops***

**League of Extraordinary Gentlemen** *(DC/ABC; Moore & O'Neill; hardcover)* If DC needed proof of the difference the UK makes on sales of marginal titles, it only has to look at the miniseries this coolects as a shining example. Reports said that by the concluding issue of its six-part series, as many Brits as Americans were buying it. So, despite the $24.95 price tag, expect demand to be high for this presentable collection. Possibly a modern classic? $$$ ☺☺☺

**X-Men Forever #1** *(Marvel; Nicieza & Maguire)* **Avengers Forever** was a huge hit, therefore an X version of this will be mega! No? Well, providing Marvel puts the right creative team on it... And guess what? They did just that! Kevin Maguire might not be the cutting edge artist that today's yoof is clamouring for, but he can draw most of those young Turks into oblivion. It will look sumptuous, it will read well and provided we don't get half a dozen spin-offs and tie-ins, it will be a worthy and exceptionally enjoyable six-parter. $$$ ☺☺☺

**America's Best Comics Special #1** *(DC/ABC; Moore + various & various)* ABC is gradually becoming a real money-spinner for DC. After a slow start, Alan Moore is dragging them off the streets to buy his latest series of esoteric comics and this special will only improve his cache of excellent titles. The highlight in this bumper book of ABC stories is a new Top Ten tale by Gene Ha and Zander Cannon. With **Top Ten** on hiatus, this is one of the few opportunities to dip into the one of the most underrated of Moore's latest creations. $$ ☺☺☺

**Akira #1** *(Dark Horse; Otomo)* Some things need to be kept in the public eye and this manga masterpiece is one of them. This is essential reading for those who want to understand everything that is good about comicbooks. Whether there is a big market for it remains to be seen, I doubt those with the Epic series will be rushing out to buy a black and white version, but stranger things have been known. If you are truly interested in comics as a medium – as well as a great form of entertainment – then this needs to be on your standing order! $ ☺☺☺

**Fantastic Four's Big Town #1** *(Marvel; Englehart & McKone)* Personally, I don't think Steve Englehart has written a worthwhile comic for over a decade, but this looks really cool. Mike McKone is an artist who adds something special to virtually any comic he works on and the premise of Englehart's story is fascinating. How many Marvel readers can honestly say at some point in their comic reading lives they haven't wondered why, with all the fabulous toys the heroes and villains have, the world hasn't become a technological wonderland? Well, here's the answer. $$ ☺☺

**Green Lantern/Superman: Legends of the Green Flame** *(DC; Gaiman & various)* Take one 13-year-old script, written by an unknown who went on to become a superstar. Add the likes of Frank Miller, Eddie Campbell, Arthur Adams, Matt Wagner, Kevin Nowlan, John Totleben, Mike Allred and many more. And then package it into a 48-page prestige format. You should have a winner, but we are talking a pre-**Crisis** Superman and Green Lantern (Hal Jordan, no less) story, which is likely to be more of a curiosity than a potential masterpiece. Neil Gaiman has no real pedigree as a superhero writer and I fear it will be the dazzling list of artists that eventually help this become a big seller. $$ ☺☺

**House on the Borderland** *(DC/Vertigo; Revelstroke & Corben)* Talk about biting off more than you can chew? William Hope Hodgson's weird and wonderful story is difficult to comprehend without someone trying to visualise it for you. Richard Corben might have come in for some criticism for his depiction of John Constantine, but if you really want to see this artist excels treat yourself to this, his latest horror work. It might not make any sense, but it's sure to look stunning! $ ☺☺

**Powers #7** *(Image; Bendis w/ Ellis & Oeming)* I'm really in two minds about this: I quite like the idea of Brian Bendis using a real person in this one-off **Powers** story, but Warren Ellis? It might have seemed like a good idea at the time and I can imagine Bendis and Ellis having a good laugh at the concept. But I can't help but think this will backfire and end up looking a little contrived and may even be a touch of mutual ego-stroking. But I hope not and these *are* the guys to pull it off. $ ☺☺

**Shazam: Power of Hope** *(DC; Dini & Ross)* Yeah, these Alex Ross specials sell shedloads, but not one of them has been anything more than okay. I can't see DC's Captain Marvel broadening the sales base. A poor choice of subject. $$ ☺

**Futurama Comics #1** *(Bongo; Rogers & Lloyd + Morrison)* This will be huge everywhere outside the USA. It will probably not live up to the TV series, because comic spin-offs rarely do. But it's sure to be genuinely good for a laugh! $ ☺

*Key: Number of dollar signs denotes the sales potential, while smiley faces denote likely quality of title creatively.*

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*Compiled by Jim Hannah*

**The following are 32 page colour titles unless stated**

ON SALE WEEK ENDING

## NOV 4

### Dark Horse

**100 Bullets** 18 *(Hang Up on the Hang Low* 4 of 4; Brian Azzarello & Eduardo Risso; *WildStorm)* Armed with a gun and 100 rounds of untraceable ammo, Loop finds himself forced to fight for the man Agent Graves meant him to kill. Meanwhile, a familiar face returns to bring Graves' true intentions to light, but this new information may be too little too late. Mature readers. 32 pg. ....... $2.50

**Digimon** 11 (various) Joe and Gomamon are attacked by the horrible Ogremon, but Gomamon digivolves into Ikkakumon to fight back! They are rescued by Sora and Biyomon, but the biggest trials await them as they come across a group of seemingly human followers who worship the evil ghost Digimon – Bakemon! ................ $2.99

**Star Wars: Darth Maul** 3 (Ron Marz & Jan Duursema + Rick Magyar) The ultimate enforcer continues his single-handed decimation of the ranks of the galactic crime syndicate Black Sun. As lieutenant after lieutenant falls under the swift blade of Maul's cold wrath, Black Sun pulls itself together to discuss how to deal with this new theat. ......... $2.99

ONE-SHOT **Superman vs The Terminator: Death to the Future** (Alan Grant & Steve Pugh; tpbk) Can Superman save the future? The sentient computer known as Skynet has been sending Terminators into the present to find and destroy a boy named John Connor. Now the Terminators are hunting for him in Metropolis. But Skynet didn't plan on the Man of Steel coming to the rescue...or did it? 96 pg ............................ $10.95

### DC Comics

ONE-SHOT **The Authority: Under New Management** (Warren Ellis + Mark Millar & various; *WildStorm;* tpbk) Collecting issues #9-16 of the series, including *Outer Dark* and *The Nativity*, the first story arc by the series creative team of Mark Millar, Frank Quitely and Trevor Scott. 192 pg. .......................... $17.95

**Batgirl** 10 (Kelley Puckett & Damian Scott + Robert Campanella) Batgirl is a second too slow to stop a killer who has murdered his former boss. She cannot begin to imagine his motivation, but is determined to figure it out by doing some interrogation. ............................ $2.50

**Batman: Gotham Adventures** 32 (Scott Peterson & Tim Levins + Terry Beatty) The Scarecrow is up to his usual sinister tricks as he unleashes a deadly gas that has the entire city of Gotham feeling sick. Mass mayhem and destruction ensue as millions of Gothamites literally lose their minds. Can Batman and the gang save the masses from themselves? ........ $1.99

**Batman: Legends of the Dark Knight** 137 *(Terror* 1 of 5; Doug Moench & Paul Gulacy + Jimmy Palmiotti) Hugo Strange is alive. He uses fake documents to get himself a job as a visiting psychiatrist at Arkham Asylum. Deciding he will need help to defeat Batman, he begins sessions with the Scarecrow, now frightened and humble, in an attempt to gain his help against the Dark Knight. ......... $2.25

NEW **Batman: Turning Points** 1(of 5; Greg Rucka & Steve Lieber) *See Close-Up, below.*

ONE-SHOT **Detective Comics 225 – Millennium Edition** (various) J'onn J'onzz made his debut in this 1955 issue which forshadows the Silver Age. Also in this issue: *If I Were Batman*, in which Commissioner Gordon and others get their chance to play the Caped Crusader. ...................... $2.50

**Green Lantern** 132 (Judd Winick & various) Fatality is back and she's gunning for revenge on the world. Trouble is, Kyle is busy with his new cartooning gig, his ex-girlfriend on his mind, and someone very close to him ending up in the hospital. ............................ $2.25

ONE-SHOT **Hellblazer: Hard Time** (Brian Azzarello & Richard Corben; *WildStorm;* tpbk) Collecting the five part miniseries, the first storyline of Azzarello's run on the title. Mature readers. 128 pg. ...... $9.95

**Looney Tunes** 72 (various) Watch the fur and feathers fly when Taz and Daffy both run for President, Elmer teams up with Yosemite Sam in the jungle, and Foghorn takes a confused canine under his wing. ................................ $1.99

**Lucifer** 8 *(The House of Windowless Rooms* 4 of 4; Mike Carey & Peter Gross; *WildStorm)* Lucifer returns to Los Angeles, his confrontation with the rulers of the Japanese netherworld now concluded. But in his absence the battle with the Shapeless has taken a terrible toll on Lucifer's nightclub – and on his companion, Mazikeen. Mature readers. ..................... $2.50

**MAD Magazine** 400 (The Usual Gang of Idiots) A 400-piece mosaic on the cover shows you what the 400 MADs thus far look like together, plus an authentic history. Ish. 48pg Magazine. ........ $2.99

**Martian Manhunter** 26 (John Ostrander & Tom Mandrake) They have always been there in the shadows, lurking, manipulating, controlling events from behind the scenes. They are the Renegades of Mars! J'onn J'onzz has discovered their presence and he is out to track them down. But when the stakes are life and death, how quickly will the hunter become the hunted? ....... $2.50

**Starman** 73 (James Robinson & Peter Snejbjerg) In the aftermath of the last issue, Jack and several Golden Age heroes gather in a celebration of the life and death of a great hero. Meanwhile, another member of Starman's supporting cast perishes! ......................... $2.50

NEW **Static Shock!: Rebirth of the Cool** 1 (of 4; Dwayne McDuffie & John Paul Leon; *Milestone Media)* Static is back on television screens, and now in his own four-issue miniseries! ............................ $2.50

**Superman** 164 (Jeph Loeb & various) On the eve of the 2000 Presidential race, Bizarro #1 is back! Will the new Supergirl be able to save Jimmy Olsen from becoming the monster's worst enemy? Meanwhile, Superman must deal with Lexy Luthor's prominence in the Presidential polls, while an even greater threat awaits in the shadows. ..... $2.25

ONE-SHOT **Superman & Batman: World's Funnest** (various; *Elseworlds)* Showcasing the impish Bat-Mite and Mr Mxyzptlk cutting a path of destruction through DC Universes ranging from Crisis to Kingdom Come and from The Dark Knight Returns to the Fourth World. Hokey. 64pg Prestige format. ... $6.95

**WildCATS** Vol II #17 *(Serial Boxes* 4 of 6; Joe Casey & Sean Phillips; *WildStorm)* A cast member is brutally cut down by a sadistic killer, resulting in the most unlikely and unwanted reunion. And with the killer still on the loose, there is only one thought on the Cats' minds: revenge! .................................. $2.50

### Marvel

**Fantastic Four** 37 (Carlos Pacheco & Rafael Marin + Pacheco) Will the Human Torch's dreams of cinema superstardom go up in smoke? . $2.25

NEW **Fantastic Four's Big Town** 1 (of 4; Steve Englehart & Mike McKone + Mark McKenna) Civilisation as a whole has taken a great leap forward with the intervention of superheroes, but everything cutting edge has moved to New York – the superhero capital. The trouble is, the concentration of power has driven the world's major villains to band together to destroy it. ............................ $2.99

**Marvel Boy** 6 (of 6; Grant Morrison & J.G. Jones) What will be the final fate of Plex and Obliette? Will the evil Dr Midas prevail? And does this title's finale also spell the end for Marvel Boy? .... $2.99

**Maximum Security** 3 (of 3; Kurt Busiek & Jerry Ordway + Will Blyberg) Continuing last month's Marvel event. The Avengers attack the barrier imprisoning Earth's system from both sides, but even if they succeed in freeing the system, it'll be meaningless unless the Fantastic Four and the Silver Surfer can find a way to keep Ego, the living planet, from consuming Earth. ..... $2.99

**Mutant X** 27 (Howard Mackie & Tom Lyle + Andrew Pepoy) Bloodstorm faces a group of mutants called the Outcasts led by a young woman named Dagger. Meanwhile, the rest of The Six hunt for their missing teammates. ......... $2.25

**Thor** 31 (Dan Jurgens & Andy Kubert + Scott Hanna) A nightmare in ice has been let loose across the nine worlds by Malekith, the Dark Elf. The time of trial that Odin predicted before his big sleep is now! ....................................... $2.25

**Ultimate Spider-Man** 3 (Brian Michael Bendis & Mark Bagley + Art Thibert) The biggest nerd in high school finds himself with the extraordinary powers of a spider. Where would any such gifted individual go in today's world? Well, professional wrestling. ..... $2.50

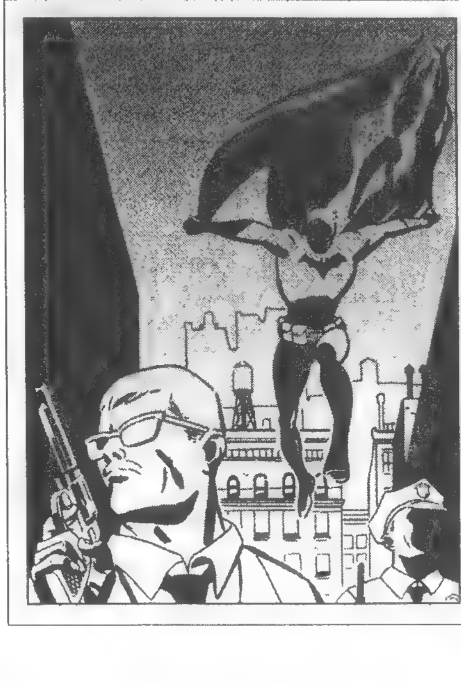
**Uncanny X-Men** 388 *(Dream's End* 1 of 4; Chris Claremont & Salvador Larroca + Tim Townsend) Professor X and Bishop are back, but they have arrived to discover a world in which genetic relations have changed for the worse. Magneto has forced out all opposition in Genosha and is preparing for war. Plus, most troubling of all, Senator Robert Kelly is on the verge of seizing the Presidency. To make matters even worse, one of the X-Men's deadliest enemies has triggered a chain of events that could mean doom for both species of man. ........... $2.25

ONE-SHOT **X-Men The Movie: The Adaptation** (various) Contains the comicbook version of this summer's film, plus classic stories starring key characters. Included is a big battle between Magneto and the X-Men (by Chris Claremont and John Byrne), the introduction of Rogue to the team (by Claremont and Walt Simonson) and selected chapters from the Weapon X saga . 144pg ...... $14.95

ONE-SHOT **X-Men The Movie: Beginnings** (various; tpbk) What moment from Magneto's past has driven him to become the most feared mutant on the planet? Why is Rogue on the run? Who is the amnesiatic man named Logan? Find out in this collection of X-Men tales. 144pg ............................ $14.95

**X-Men: The Hidden Years** 14 (John Byrne & Byrne + Tom Palmer) It's the end of one story and the beginning of another as Professor X and Beast end their encounter with the girl and her pet Sentinel, and Angel encounters the villain called The Dazzler! .................... $2.50

**X-Men: Magik** 2 (of 4; Dan Abnett & Andy Lanning + Liam McCormack-Sharp) Magik and Nightcrawler leap into the Splinter Realms in an effort to stop an unseen menace from wreaking havoc throughout Limbo ............ $2.99



## CLOSE-UP

### Batman: Turning Points 1

DC Comics

*Writer: Greg Rucka*

*Artist: Steve Lieber*

Captain James Gordon endures a terrible loss which will forever affect his future. No stranger to loss himself, Batman endeavors to stop a hostage-taking madman at a wedding. But to do so, he's going to need to earn Gordon's trust, and vice versa. ........................................ $2.50

**ON SALE NOV 4**

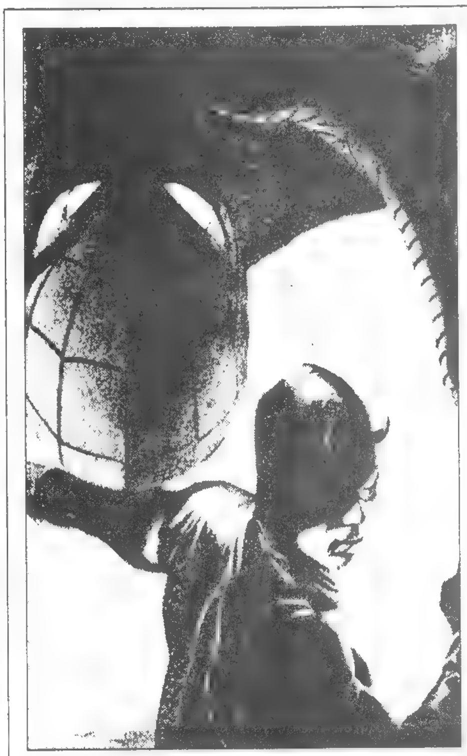
ON SALE WEEK ENDING

## NOV 11

### Dark Horse

**Angel** 13 (Christopher Golden + Tom Sniegoski & Christian Zanier + Andy Owens) Angel finds and rescues a little girl from a vicious gang of kidnappers. But he, the girl, and the thugs will have to fight their way past an army of demonic rats. ........................... $2.99

**Battle Gods: Warriors of the Chaak** 8 (Francisco Ruiz Velasco & Edgar Delgado) The worst has happened: the powerful, ancient Mayan gods have awakened, and they are not pleased. In the temple of the Chaak two men battle, tapped into the stolen power of the gods.



## CLOSE-UP

**Daredevil/Spider-Man 1**

Marvel Comics

*Writer:* *Paul Jenkins*
*Artist:* *Phil Winslade*

Daredevil and Spider-Man are two of New York's coolest and most contrasting crimefighters. What could bring these two heroes together? How about a move against their mutual foe, Kingpin? And how surprising is it when that move comes from the likes of the revamped Gladiator, Owl, Copperhead and Stiltman? Marvel begins to take the concept of the super-crossover to new heights. ......... $2.99

**ON SALE NOV 11**

The temple shakes, the earth splits open, and all Hell breaks loose. .......... $2.99

**ONE-SHOT** **Buffy the Vampire Slayer: Pale Reflections** (Andi Watson + Doug Petrie & Cliff Richards + Joe Pimentel; tpbk) Collecting issues #17-19 of the comics series, watch as the Selke moves closer and closer to finishing off the Slayer. Buffy has also to come to grips with her dark side. 88 pg ... $9.95

**Green Lantern vs Aliens** 3 (Ron Marz & Rick Leonard + Mike Perkins) A Green Lantern with his ring just might be able to fend off a vile, festering, numberless horde of Aliens – but without the ring? This is exactly what Kyle Rayner is up against, and from the look of his battered body and tattered GL uniform, things do not look good. ............. $2.99

**Sock Monkey** Vol III #1 (Tony Millionaire; *Maverick)* Uncle Gabby the Sock Monkey and his stuffed toy pal Mr Crow once again yearn for playful mischief. While admiring the myriad trophies in the study, they get their cottony brains together and decide to go hunting. After some difficulty with a shotgun, they acquire an exquisite, long-handled butterfly net as their weapon and head into the forest. 24pg b&w ........... $2.95

**ONE-SHOT** **Star Wars: Boba Fett – Agent of Doom** (John Ostrander & Cam Kennedy) Some jobs are too much of a risk for even the best bounty hunters, but that never stopped Boba Fett. The Imperial Death Ship Azgoghk, designed for the sole purpose of exterminating alien species, continues its duties long after the Empire has fallen apart. When the last member of a dying species seeks to exact revenge on the Azgoghk and its crew, there's only bonuty hunter he can turn to: Bob. ............................ $2.99

# DC Comics

**Azrael: Agent of the Bat** 72 *(Prophet;* Dennis O'Neil & Sergio Cariello + James Pascoe) In Gotham City, Batman and Oracle begin to worry that Azrael has once again become a vengeful killing machine while, in a desert thousands of miles away, Jean Paul struggles to free the new Azrael from his brainwashed state. ........................................ $2.50

**Batman: The Doom That Came to Gotham** 3 (of 3; Mike Mignola + Richard Pace & Troy Nixey + Dennis Janke; *Elseworlds)* Explorer Bruce Wayne embraces his destiny as the Victorian miniseries concludes. The Demon Etrigan, Man-Bat and other strangely familiar characters collide in the ultimate struggle to save Gotham City from an unspeakable horror. 48pg Prestige Format. .... $4.95

**Batman: Turning Points** 2 (of 5; Ed Brubaker & Joe Giella) Some time has passed since Gordon and Batman's first meeting, and they have formed an effective, if unorthodox, crimefighting team. That is, until a new hero hits the stage: a young man named Robin. $2.50

**Brass** 6 (of 6; John Arcudi & Carlos d'Anda + Richard Bennett; *WildStorm)* Hershel Goldstein has saved an entire alien world, but does he kick his feet up and relax? Not likely while there is still the problem of Hershel's old chums being infected with the Brass virus, making them mean, crazy and deadly. ..... $2.50

**Detective Comics** 752 (Greg Rucka + Jordan B. Gorfinkel & various) Part two of a story where Commissioner Gordon is forced by the Mayor of Gotham to remove Poison Ivy from Robinson Park by any means necessary. Can Batman stop the impending mayhem? ..... $2.50

**ONE-SHOT** **Green Lantern/Superman: Legends of the Green Flame** (Neil Gaiman & various) A tale from 1987 featuring Green Lantern Hal Jordan and Superman is finally illustrated by many of today's finest talents, topped with a cover by Frank Miller! 48 pg Prestige format. ........................................ $5.95

**Harley Quinn** 2 (Karl Kesel & Terry Dodson + Rachel Dodson) Harley finds herself alone, adrift and without direction. Even a bizarre cameo by Poison Ivy (among others) cannot get our darling little nut case out of her funk – but perhaps a new job will? ......................... $2.25

**Legion Lost** 9 (of 12; Dan Abnett + Andy Lanning & Pascal Alixe + Lanning) Just when the lost Legionnaires think they are finally on their way home, they face their worst setback yet. If they can't put their growing individual problems aside and work together, they'll never get where they want to go. ......... $2.50

**ONE-SHOT** **More Fun Comics 73 – Millennium Edition** (various) The first appearances of Green Arrow and Aquaman highlight this 1941 issue, which also includes tales of Johnny Quick, the Spectre, the Radio Squad, and others! 64 pg .. $3.95

**Nightwing** 51 (Chuck Dixon & Kieron Dwyer) Finally, the origin of Nite-wing is mulled. As a self-appointed hero, Tad had been a wreck from the very beginning. Kidnapped and tortured by Blockbuster, he then unwittingly murdered an undercover operative, which landed him in jail. Now we learn the events of his horrible life that led to his becoming such a twisted, misguided excuse for a superhero. ............. $2.25

**Planetary** 13 (Warren Ellis & John Cassaday; *WildStorm)* The secret history of Elijah Snow. Who is this white-haired man, who was digging up the signs of a strange world in 1920? The orbit of Planetary goes way beyond the 20th Century, as we see Snow consult with the world's greatest detective, find the remains of the world's first space-shot (in 1865) and make a decision that affects everything right up to the present day. ........................................ $2.50

**Scooby-Doo** 42 (various) Scooby and Shaggy go to Mexico for a freaky fiesta. Why doesn't he ever go to a *normal* fiesta? Hmm? Plus, a Salem Witch Hunter haunts a technology college's invention convention! ................. $1.99

**ONE-SHOT** **Star Trek: The Next Generation – The Gorn Crisis** (Kevin J. Anderson + Rebecca Moesta & Igor Kordey; *WildStorm;* hbk) WildStorm's first *Star Trek* hardcover explains where Captain Picard and the U.S.S. Enterprise NCC-1701-E were during the Dominion War. 96pg ........ $29.95

**Superman Adventures** 51 (Dean Motter & Neil Vokes + Terry Austin) Both Lois and Lana have assignments on a cruise ship which runs afoul of bad weather! Shipwrecked, they come across a marooned scientist who has one chance of restoring his late wife to life – but it involves sacrificing two women to an elder island god! ... $1.99

**ONE-SHOT** **Superman: Lex 2000** (Jeph Loeb + Greg Rucka & various) This Lex Luthor Campaign 2000 special focuses on the billionaire businessman's rise to power and the world's reaction to his candidacy. Plus, the winner of the DCU Presidential race! 48pg ................................ $3.50

**ONE-SHOT** **Superman: No Limits!** (various; tpbk) The first few issues from the revolution of new creative teams on the Superman titles are collected in this new trade paperback. .............. $14.95

**Swamp Thing** 9 (Brian K. Vaughan & various; *Vertigo)* Kicking back at a downtown bar, Tefé, Pilate and Barnabas discuss life, love and their parents. Many secrets begin to emerge, including a tale of Tefé's childhood with her father, the original Swamp Thing. Mature. .. $2.50

**Transmetropolitan** 40 (Warren Ellis & Darick Robertson + Rodney Ramos; *WildStorm)* The first of three self-contained issues begins. Spider Jerusalem rediscovers the other half of his personal take on The Fourth Estate – journalism about the people chewed up by politics and politicians. Broadcasting free and uncensored on The Hole, Spider gets closer to the street than ever before, examining the lives of children who sell all they have in the mean streets of The City. Mature readers. ................ $2.50

**Young Justice** 27 (Peter David & Todd Nauck + Lary Stucker) The team plays baseball to save the planet Myrg from space invaders! Even the former Arrowette is drafted into play, and Impulse becomes the most valuable player. But can any of them hope to survive when the umpire strikes back? ........................... $2.50

# Marvel

**Amazing Spider-Man** 25 (Howard Mackie & John Romita Jr + Scott Hanna) As Peter Parker struggles with his increasingly serious blackouts, the outlines of Norman Osborn's most insidious plan ever come into focus, and it's not pretty. ........................... $2.99
Foil cover ............................... $3.99

**Black Panther** 26 (Christopher Priest & Sal Valluto + Bob Almond) The king of Wakanda has reached a low ebb. Now, only an appearance by X-person Storm may lift T'Challa's sagging spirits! Meanwhile, the reappearance of a mystery character has led to the resurrection of the greatest threat of all. ................. $2.50

**Cable** 87 *(Dream's End* 2 of 4; Robert Weinberg & Michael Ryan) The Brotherhood of Mutants is back, and only Cable and Rogue stand in their way. But in order to stop them, the two X-Men will not only have to defeat the fanatical Mystique, but will also confront a shared past they never dreamed existed. ...................................... $2.25

**Daredevil: Ninja** 2 (of 3 Brian Michael Bendis & Rob Haynes) Daredevil's search for Stick's staff leads him to Japan, and into the clutches of the Hand! $2.99

**NEW** **Daredevil/Spider-Man** 1 (of 4 Paul Jenkins & Phil Winslade) *See Close-Up, above.*

**NEW** **Generation X** *(Four Days* 1 of 4; Warren Ellis + Brian Wood & Steve Pugh + Bob Wiacek) The first of four stand-alone stories putting the reader inside the heads of Generation X characters! First up is an intimate look at Chamber, the mutant who blew half his face off. ............................. $2.25

**Iron Man** 36 (Chuck Dixon & Paul Ryan) A special all-action, stand-alone tale by the veteran team of Chuck Dixon and Paul Ryan! ......................... $2.25

**ONE-SHOT** **Marvel Masterworks: Fantastic Four** 51 – 60 (Stan Lee & Jack Kirby + Joe Sinnott; hbk) Collecting what many feel is the best run of any superhero comic ever. Includes *This Man, This Monster*, the debut of the Black Panther and Klaw, an all-out battle between the Thing and the Silver Surfer, the original Human Torch versus Johnny Storm, and the four part saga in which the dreaded Dr Doom steals the Surfer's mighty Power Cosmic! 240 pg .......... $49.95

**The Punisher** 10 (of 12; Garth Ennis & Steve Dillon + Jimmy Palmiotti) Frank Castle's war with the Gnuccis rocks on as the Punisher takes on their stone cold killer from Moscow, the Russian. $2.99

**Spaceknights** 4 (of 5; Jim Starlin & Chris Batista + Tom Chu) The Spaceknights battle the Wraith Knights and come face-to-face with their worst nightmare: A Deathwing! With this new threat, will the Wraiths succeed in destroying the Knights' homeworld? ........... $2.99

**Spider-Girl** 28 (Tom Defalco & Pat Olliffe + Al Williamson) Raptor is back but Mayday is unable to take her down. Desperate to bring her high-flying foe to justice, May turns to an outside source for help. ........................................ $2.25

**ONE-SHOT** **Spidey: A Universe X Special** (Alex Ross + Jim Krueger & Jackson Guice + John Romita Sr) Peter Parker, his daughter Venom and the mysterious mutant known as Spidersman star in this adventure set in the alternate future of the Marvel Universe. 48pg ..... $3.99

**ONE-SHOT** **Wolverine 2000** (Frank Tieri & Jorge Santameria) A stranger appears, seeking Logan's help on an unspeakable mission. But can this newcomer be trusted, especially after Wolverine learns his horrible secret? 48 pg ......... $3.50

**X-Men: The Search For Cyclops** 2 (of 4; Joseph Harris & Tom Raney + Scott Hanna) Presumed dead following his merging with Apocalypse, Scott Summers may be alive. Now his wife and son follow a trail of rumours and violence that they simultaneously hope and dread will lead to Cyclops. .. $2.99

## ON SALE WEEK ENDING
## NOV 18

# Dark Horse

**Digimon** 12 (various) T.K. and his Digi-sidekick Patamon, still separated from the others and wandering through the shattered File Island, arrive at Primary Village, which is full of bright colours, fun shapes – and lots of Baby Digimon. .................................. $2.99

**Gunsmith Cats: Mister V** #2 (Kenichi Sonoda) Rally and friends plan to break into Goldie's mansion in an effort to stop the Mafia queen from flooding Chicago with the deadliest drugs ever. 48pg b&w ............. $3.50

**ONE-SHOT** **The Last Temptation** (Neil Gaiman & Michael Zulli; tpbk) *See Close-Up on following page.*

**Madman Comics: The G-Men from Hell** 4 (Mike Allred; *Maverick)* Agent Chow and the G-Men run head-on into Frank Einstein's most sinister arch-enemy, the evil Mr Monstadt, who is planning to use Frank as a human sacrifice, and our favorite hero is in need of a last-minute rescue. 24pg ..... $2.99

**SpyBoy** 14 (Peter David & Pop Mhan + Norman Lee) The fast-paced action continues through the demolished streets of hyper-sensory Tokyo. But if the demolition girls jump this hard just for fun, imagine what will happen when they start fighting over SpyBoy himself. $2.99

# DC Comics

**Adventures of Superman** 586 (J.M. DeMatteis & Mike S. Miller + José Marzan Jr) Satannus is doing his best to turn Metropolis into a living hell for the

Man of Steel, even using Luthor's just-ended campaign to diminish Superman's spirit. Can Rampage, Thorn or even Adversary resist the devil's temptation or will their souls be lost too? .... $2.25

CANCELLED **Aquaman** 75 (Dan Jurgens & Steve Epting + Norm Rapmund) The monthly adventures of the King of the Seven Seas end on a high note as Aquaman and Tempest team up against the all-new menace known as Omniguard! Will the glory of Atlantis outlast this battle? Or does the end of the series spell doom for the undersea realm? .................................... $2.50

CANCELLED **Batman Chronicles** 23 (various) In *The Bomb, The Bull, The Butler & The Bat* the ever under appreciated Alfred stops a crime on his own. *Automotive* focuses on one of Batman's most recognisable tools in crime fighting: The Batmobile! In *The Mimic*, the wisecracking private eye Jason Bard has his own solo tale. 48pg ........ $2.95

**Batman: Gotham Knights** 11 *(Transference* 4 of 4; Devin Grayson + Robert Kannigher & Roger Robinson + Kyle Baker) Bruce Wayne has been kidnapped by Hugo Strange, which leaves his rescue up to Nightwing and Robin! Can they save their mentor from this madman, or will the Batman's secret finally be revealed? 48pg ........... $3.25

ONE-SHOT **Batman: Harvest Breed** (George Pratt; hbk) A series of grisly, demonic murders forces Commissioner Gordon to reopen a case file of similar unsolved murders from years past, leading Batman down a path towards stopping the killer before more bodies can pile up. 96pg . $24.95

**Batman: Turning Points** 3 (of 5; Ed Brubaker & Dick Giordano + Bob Smith) Commissioner Gordon and Batman re-evaluate their relationship in the wake of the tragic shooting of Barbara Gordon and the death of the second Robin, coming to a new understanding about the different ways in which they fight crime. ..................................... $2.50

ONE-SHOT **A DC Universe Christmas** (various; tpbk) Wha?? Already? 17 of DC's Christmas-themed stories from 1940 to the present day are collected in this trade paperback. 160pg ..... $19.95

**Deadenders** 11 (Ed Brubaker & Warren Pleece + Cameron Stewart; *WildStorm)* Sporting fabulous new gear, Anna and Beezer travel to the nasty nether-reaches of Sector 9 to locate other Cataclysm Babies – only to find themselves taken captive by the neighbourhood messiah. Mature readers. ........................ $2.50

**The Dreaming** 56 (Caitlin R. Kiernan & Steve Leialoha; *WildStorm) The First Adventure of Catterina Poe* is a self-contained story that follows the heroic exploits of Edgar Allan Poe's cat. Mature readers. .................................. $2.50

ONE-SHOT **Elektra: Assassin** (Frank Miller & Bill Sienkiewicz; pbk) Featuring the surprise Greek college co-ed in all her psychedelic glory, collecting the whole year-long epic. 264pg ............. $24.95

**Gen$^{13}$** 59 (Ben Raab & Ed Benes + Vince Russell; *WildStorm)* The Science Ninja Squad called Gaijin$^{13}$ goes undercover to weed out the malicious Dr Sun. Fists fly, bullets whizz, glass breaks, and powers ignite like never before in the spectacular conclusion to this Japanese adventure. ............................... $2.50

**Hourman** 22 (Tom Peyer & Tony Harris) The Young Justice kids gather the nerve to finally visit Hourman at the coffee house But can these squeaky clean teen heroes face down the Mad Yak's clientele? ........................ $2.50

**Impulse** 68 (Todd Dezago & Eric Battle + Buzz) Green Lantern, Adam Strange and others guest-star in the first of a 2-part storyline spinning out of the events of Green Lantern: Circle of Fire, paving the way for the next big storyline for the Fastest Youth Alive. .................. $2.50

NEW **JLA: Act of God** 1 (Doug Moench & Dave Ross + George Freeman; *Elseworlds)* A flash of black light felt around the world leaves Earth's superpowered community completely powerless. 48 pg. Prestige Format. ..................................... $4.95

**Legends of the DC Universe** 36 (J.M. DeMatteis & Michael Zulli + Vince Locke) In the wake of the evil Caul's apocalyptic actions, Hal must use every bit of his godlike power to try and set things right. But he is sorely tempted to go too far, to remake all Creation as he once attempted back when he was the evil Parallax. ............................ $2.50

**The Powerpuff Girls** 9 (Chris Savino + Amy Keating Rogers & Cindy Morrow, Ricardo Garcia Fuentes + Mike DeCarlo) What evil lurks in the waters off Townsville, and however will the Girls stop it when it slithers onto dry land? Plus, Bubbles' love for gum gets her into a sticky situation. ...................... $1.99

**Robin** 84 (Chuck Dixon & Pete Woods + Jesse Delperdang) Robin plumbs the mystery of that which lurks below the dark, crud-infested waters of Gotham. But a fast and unplanned trip below the rippling waves leaves Robin in a very vulnerable position against the monster in question. .............................. $2.25

ONE-SHOT **Showcase 9 – Millennium Edition** (Otto Binder + Jerry Coleman & Al Plastino + Ruben Moreira) Lois Lane makes her first solo appearance in this seminal 1957 issue. This issue includes *The Girl from Superman's Past* in which Lana Lang shows up in Metropolis, and a tale in which Superman must divert Lois from learning his secret identity. .................................. $2.50

**Star Trek: The Next Generation – The Killing Shadows** 3 (of 4; Scott Ciencin & Andrew Currie + Bryan Hitch; *WildStorm)* The mysterious Bodai Shin, assassins of myth and shadow, have taken over the U.S.S. Enterprise while, planet-side, Picard and company have become their prisoners. ............ $2.50

## Marvel

**Bishop: The Last X-Man** 16 *(Dream's End* 3 of 4; Joe Pruett & Thomas Derenick + Nathan Massengill) Bishop and Senator Robert Kelly are on the run from the Brotherhood of Mutants! What bond does this unlikely pair share? What secrets about Senator Kelly's candidacy does Bishop possess? Where have the X-Men gone? .. .... . .... ....... $2.25

**Captain America** 37 (Dan Jurgens & Jurgens + Art Thibert) It's Captain America vs Protocide, round two. After thier first encounter in issue #35, the Star-Spangled Avenger is looking for answers, and a little payback! .... $2.25

**Captain Marvel** 13 (Peter David & Chriscross + Anibal Rodriguez) The conclusion to the battle between Captain Marvel and the children of Yon-Rogg, the original Mar-Vell's greatest foe! But if the sinister siblings manage to kill Genis, it could be with weapons or kindness. ................................ $2.50

**Incredible Hulk** 22 (Paul Jenkins & Kyle Hotz + Eric Powell) Somebody still owes Joe Fixit money, which is not too good. Now the mob learns this painful lesson the hard way when the Hulk storms into Chicago to get what's due him. $2.25

**Iron Fist/Wolverine** 3 (of 4; Jamal Igle + Rich Perrotta & Jay Faerber + Jamal Igle + Rich Perrotta) Tokyo and the mystic city of K'un Lun have merged into one, and it's up to the Marvel's mightiest heroes to set things right. ......................... $2.99

**Peter Parker: Spider-Man** 25 (Paul Jenkins & Mark Buckingham + Dan Green) Peter Parker strives to overcome every obstacle placed in his way to face his hated arch-enemy! Although Spider-Man struggles with every fibre of his being, will it still be the greatest triumph of Norman Osborn? It's a desperate descent into madness from which neither will emerge unscathed. 48pg ..... $2.99

**Sentry** 5 (of 5; Paul Jenkins & Jae Lee) Find out in this final issue how Sentry fits into the Marvel Universe. .......... $2.99

**Spider-Girl Presents: Darkdevil** 3 (of 3; Tom Defalco & Ron Frenz + Al Milgrom) Darkdevil is forced to join forces with Kaine against the Kingpin and the Brotherhood of Scriers! Plus the final revelations about Darkdevil's mysterious origin. ..................... $2.99

**Thunderbolts** 46 (Fabian Nicieza & Mark Bagley + Greg Adams) The malfunctioning powers of a T-bolt threaten to destroy their headquarters in Mount Charteris and much of the surrounding countryside. In space, the secret of Moonstone's strange behavior is revealed, but does Captain Marvel's appearance represent the solution or yet another problem? ...................... $2.25

**X-Man** 71 *(Fearful Symmetries* 1 of 4; Steven Grant & Ariel Olivetti) Nate Grey, the mutant shaman of the 21st Century, has walked across worlds on a quest for justice. Now another is traversing the boundaries between realities – and leaving a wake of destruction behind him! . $2.25

**X-Men** 108 *(Dream's End* 4 of 4; Chris Claremont & Leinil Francis Yu + Mark Morales) The X-Men must save the life of the man who may be their greatest foe, but even if this hated man lives, the team may be insuring that the war between man and mutant becomes a terrible reality. ......................... $2.25

ON SALE WEEK ENDING

# NOV 25

## Dark Horse

ONE-SHOT **Digimon: Digital Monsters** (various; tpbk) A group of seven children at summer camp accidentally discover mysterious digital devices that transport them to Digiworld – a strange, wondrous land populated by fantastic digital monsters, or Digimon. 88pg ...... $9.95

**Grendel: Devil's Legacy** 9 (Matt Wagner & the Pander Brothers) Dominic Riley is just a cop doing a dirty job in a dirty city. Unfortunately for him, one of the people he roughed up happens to be Grendel's boyfriend, Brian Li Sung. And now Dominic's about to find out that the Devil is not very forgiving. ......... $2.99

**Star Wars** 24 *(Infinity's End* 2 of 4; Pat Mills & Ramon F. Bachs + Raul Fernandez) In the witch-world of Dathomir, as Jedi Quinlan Vos continues his investigation into the disappearance of the planet Ova, Quin is forced to dig a little deeper by masquerading as a slave. .......... $2.99

**Usagi Yojimbo** 43 (Stan Sakai) Usagi and his companions, Gen and Sanshobo, have just formed an uneasy alliance with Chizu. But they discover she is not to be trusted when she reveals her intention to throw Grasscutter, the sword of the gods, into the sea where it can never again be found. 24pg b&w $2.99

## DC Comics

NEW **America's Best Comics Special** 1 (various; *ABC)* A cover by Alex Ross, a new tale of Jack B. Quick and a reprint of the hard-to-find ABC Wizard preview are highlights in this Prestige Format Special. ..... $6.95

**The Authority** 21 (Doselle Young & John McCrea + Garry Leach; *WildStorm)* Jackson King, former Weatherman and supreme commander of the now-defunct Stormwatch, makes plans that will signal mammoth changes in the coming months for The Authority – changes that might spell the birth of a powerful new adversary, setting the stage for the upcoming spin-off series The Monarchy ................................ $2.50

**Batman** 585 (Ed Brubaker & Scott McDaniel + Karl Story) Batman's feud with Oswald Cobblepot reaches a fever pitch as he attempts to destroy the Penguin once and for all, leaving Detective Montoya and Commissioner Gordon with their loyalties towards the Bat stretched to their limits. ....... $2.25

**Batman: Turning Points** 4 (of 5; Chuck Dixon & Brent Anderson) The true Batman has been taken down, his back broken by Bane. A new Dark Knight has taken the mantle of the Bat; Azrael. But this new Batman is not the man that Bruce Wayne was, and his vicious methods in dealing with criminals concerns Gordon. ..................... $2.50

**Birds of Prey** 25 (Chuck Dixon & Butch Guice) As Deathstroke attempts to blast his way out of Gorilla City, Barbara Gordon and Ted Kord take to the skies of Gotham in the Beetle's Bug. Is there romance in the air for the pair? ... $2.50

**Cartoon Network Starring Johnny Bravo** 17 (various) Johnny tries to play cowboy at a rodeo, and causes more problems than Jaws at a day by the seashore. ................................ $1.99

**Countdown** 8 (Jeff Mariotte & Aaron Lopresti + Randy Emberlin; *WildStorm)* Carol forgets how to add up while Richard's tie rebels and snaps his neck. No, seriously, outnumbered, outgunned, with some of their own turning against them, what can our heroes do to prevent the ultimate annihilation of the planet? Will the Earth be destroyed? Will Ben Randall find Susan in time? ....... $2.95

ONE-SHOT **Detective Comics 1 – Millennium Edition** (various) The 1937 debut of DC Comics' longest running title is reprinted for the first time ever! Featuring Buck Marshall, Range Detective; Cosmo, the Phantom of Disguise; Speed Saunders; Gumshoe Gus, and others. Plus, two very early stories by Superman creators Jerry Siegel and Joe Shuster. 64pg .... $3.95

**Hellblazer** 156 *(Good Intentions* 6 of 6; Brian Azzarello & Marcelo Frusin; *WildStorm)* John Constantine's backwoods adventure comes to a vicious, chilling climax as he finds himself confronted by the entire population of Doglick, as well as the brutal force of nature that has been terrorising them for years. Mature readers. .................................. $2.50

ONE-SHOT **The House on the Borderland** (Simon Revelstroke & Richard Corben; *Vertigo;* hbk) The classic tale of supernatural paranoia and occult horror is adapted in a stunningly illustrated hardcover. Mature readers. 96pg ............. $29.95

**Jet** 3 (of 4; Dan Abnett + Andy Lanning & Dustin Nguyen + Derek Fridolfs; *WildStorm)* Jodi Slayton's long, strange day gets even longer, and shorter, and faster, and slower, not to mention weirder, as the temporal distorting villain Timewaster makes things a little crazy for Jet. ..................................... $2.50

**JSA** 18 (David S. Goyer + Geoff Johns & Stephen Sadowski + Steve Yeowell) Back to 1944 for a JSA Golden Age tale. Observe the gut wrenching origin of Johnny Sorrow and the King of Tears.

## CLOSE-UP

**The Last Temptation**

Dark Horse

*Writer: Neil Gaiman*
*Artist: Michael Zulli*

Steven is afraid of everything until he meets the mysterious Showman and his Theatre of the Real. He takes a ticket and watches the show as a dare, but getting out of the performance will be harder than he ever imagined. ......................... $9.95

**ON SALE NOV 15**

Featuring Hawkman and the vengeful wrath of The Spectre. ................ $2.50

**Orion** 8 (Walter Simonson + Jeph Loeb & Rob Liefeld + Norm Rapmund) Orion has become the new ruler of Apokolips, but now he must contend with his half-brother, Kalibak, for possession of the throne. ...................................... $2.50

**Outlaw Nation** 3 (Jamie Delano & Goran Sudzuka; *Vertigo*) Story Johnson meets up with Devil Kid, on the run from the law for scaring his school's faculty with a hard-boiled creative-writing assignment. Mature readers. ..... $2.50

**ONE-SHOT** **Shazam!: Power of Hope** (Paul Dini & Alex Ross) The third entry in the series of tabloid-sized one-shots by the award-winning team of Dini and Ross stars Captain Marvel, as he makes wishes come true for the children of a local hospital. 64pg. 10x13.5" ............ $9.95

**Superboy** 82 (Jay Faerber & Sunny Lee and Keith Champagne) Superboy tags along to New York with Jim Harper, (the Guardian), who has headed to Warriors for a family reunion with Roy Harper, (Arsenal) of the Titans. Unfortunately, the Kid has a weighty problem dealing with Negative G, a not-so-righteous dude whose ability to wreak havoc with gravity makes him a threat not to be taken lightly. ................ $2.25

**Supergirl** 52 (Peter David & Leonard Kirk + Robin Riggs) Despite a dramatic new look, Linda Danvers only has half the powers and abilities that made her Supergirl. Things become twice as bad for her when she's confronted in Metropolis by both Riot and the Prankster. Unless she can find a way to divide and conquer them, Linda's days could be numbered! .................. $2.25

**Superman: The Man of Steel** 108 (Mark Schultz & various) An escaping menace from the Phantom Zone terrorises Metropolis, resulting in a big battle between the monster and The Man of Steel. .................................... $2.25

**The Titans** 23 (Jay Faerber & Paul Pelletier + Bud LaRosa) The evil Dark Angel is erasing Donna from existence throughout Hypertime. But how can Donna save herself, when none of her teammates recognise her? The answer is beyond our time, and from a very surprising team of Titans. .......... $2.50

## Marvel

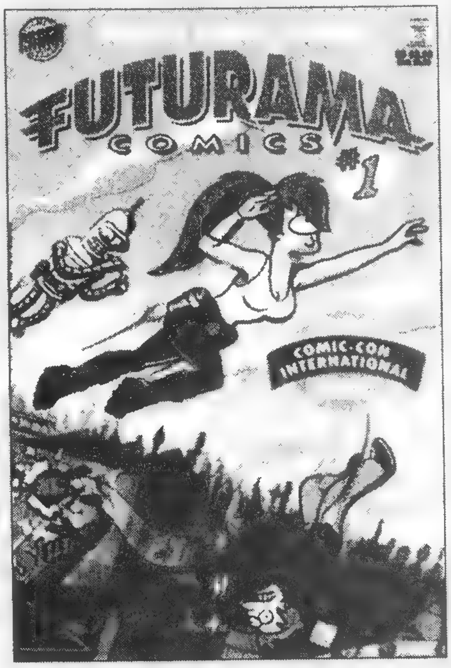
**Deadpool** 48 (*Cruel Summer* 3 of 3; Jimmy Palmiotti & Paul Chadwick + Ron Randall) Deadpool is buried alive, but by whom? Swerves and turns abound as Wade Wilson finds out who the true mastermind of this twisted scheme really is. .................................. $2.25

**Gambit** 24 (Fabian Nicieza & Yanick Paquette + Sean Parsons) Gambit faces the New Son for the last time as all is revealed. Find out the New Son's true connection to Remy LeBeau. ..... $2.25

**Marvel Knights** 7 (Chuck Dixon & Eduardo Barreto + Klaus Janson) Has Cloak gone bad? That question is answered as the Marvel Knights and special guest star Dr Strange finally confront Dagger's former partner. $2.99

**X-Men Forever** 1 (of 6; Fabian Nicieza & Kevin Maguire) A long-missing character comes with a dire warning for mutants; the key to the future lies in the secrets and sins of the past. Five very special people are responsible for gathering the Cataclysm Keys which will unlock the door to salvation. But can Phoenix, Mystique, Juggernaut, Toad and Iceman work together while their hearts and souls are torn apart? ........... $3.50

**X-Men Universe** 14 (various) This 80-page issue reprints Uncanny X-Men #384, #385 and X-Men #104, along with character biographies and story summaries. .............................. $3.99



## CLOSE-UP

**Futurama Comics 1**

Bongo Comics Group

*Writer: Rogers*

*Artists: Lloyd + Morrison*

The comic debut of Matt Groening's new clutch of futuristic charmers. It all starts when Fry, lonely for his familiar 20th Century lifestyle answers an old comicbook advert. All things must take their course, and New York nearly ends up destroyed. What 'nearly' constitutes is anybody's guess. .................. $2.50

**ON SALE NOVEMBER**

RELEASED AND ON SALE IN

# NOVEMBER

## Aardvark-Vanaheim

**Cerebus** 260 (*Going Home* 29 of 34; Dave Sim & Gerhard) After last issue's big shock, Cerebus tries to keep his wits about him, but keeps blanking out and forgetting how bad this latest scrape is. 24pg b&w ................ $2.25

## Abstract Studio

**Strangers in Paradise Book III #36** (Terry Moore; hbk) Katchoo finally comes face to face with her deadly rival Veronica. It's now or never for Katchoo as she battles not only her worst enemy but also her dark past. 24pg b&w .............................. $2.75

## AC Comics

**Golden Age Men of Mystery** 28 (various) The Black Terror, Fighting Yank and Miss Masque gather together in this issue reprinting 1947 tales. 52pg b&w ........................................ $6.95

**Durango Kid** 3 (various) To celebrate the 60th anniversary of the Durango Kid (aka Charles Starrett) this title presents four stories and an interview with Starrett himself. b&w ................ $4.95

## ACG Comics

**A Cop Called Tracy 20** (Chester Gould) Classic Dick Tracy tales from the 1950s are regularly reprinted in this title. 64pg b&w ................ $5.95

**Frank Beck's Bo** 2 (Frank Beck) Taken from the original proofs, this edition reprints the extremely rare '50s comicbook. b&w ..................... $2.95

**Joe Kubert's The Berets** 7 (Robin Moore & Joe Kubert) The Berets are called upon to fight a different type of jungle war. b&w ..................... $2.95

**Private Eyes Starring Charlie Chan** 2 (Charles Nicholas) The world famous Oriental detective is back in this special reprint edition of the rare '50s comic. ............................ $2.95

**Weird Space** 2 (various) A collection of pre-code science fiction tales with a twist. Included in this madness is none other than Basil Wolverton. b&w $2.95

## Amaze Ink/ Slave Labor

**NEW** **Captain Dingleberry: Sooper Spooky Goth Special #1** (Rick Remender & Harper Jaten) Enter the hallway and traverse the lonesome soul of the new dark poet. Captain Dingleberry is back and he will not disappoint. Mature readers. 24pg b&w .............................. $2.95

**Life of a Fetus** 6 (Andy Ristaino) Just when things were starting to make sense, an unfortunate twist of fate messes everything up once again. As Magiko The Perturbed crashes the Discordians' headquarters Mrs Cleaver reveals the startling truth behind the abduction of her baby with surprise results. 24pg b&w ................... $2.95

**Migraine Boy** 2 (Greg Fiering) More absurd and surreal comic strips featuring the boy with the hilarious headache. 24pg b&w ................ $2.95

**Odd Job** 6 (Ian Smith & Tyson Smith) How much does anyone really know about Moe? How did he become an investigator? Moe reveals all, and it involves pirates and inter-dimensional travel. S'great. 24pg b&w .......... $2.95

**Patty Cake & Friends** Vol II #1 (Scott Roberts) Experience a day in the life of Patty Cake as she wakes up the whole house watching morning TV, indulges in pavement art, and becomes one of the dreaded baby-sat. 48pg b&w ..... $4.95

## Antarctic Press

**Benzine** 2 (Ben Dunn) Magazine featuring the best of American manga, edited, written and drawn by the man who was there at the start, Ben Dunn. Featuring *Tiger-X*, *Mighty Tiny*, *Ninja High School* and *Warrior Nun Areala*. Bimonthly. 64pg b&w .............. $4.95

**Gold Digger** Vol II #16 (Fred Perry) Julia is one step away from her battle against G'nolga. Little by little she has won over the once-hostile crowds, and she'll not let it all slip away. 24pg $2.95

**Kamikaze: 1946** #2 (Ted Nomura) Taking a look at what would have happened if the atomic bombs had been unavailable to drop on Japan, and how disastrous the consequences would have been in terms of death. Hey, so the atom bombs were a positive thing. Great! 24pg ............................ $2.95

**Mangazine** 16 (various) Collecting all the hijinks of *Ninja High School*, all the action of the *Families of Altered Wars* saga, all the outlandish exploring of *Gold Digger* and all the holy heroics of *Warrior Nun Areala*. 136pg .. $8.99

**Ninja High School** 78 (Ben Dunn) Spellvis is back and he is on a world-domination tour. He has finished his magic-absorbing machine, but he still needs the missing Neptonite, and he'll do anything to get it. 24pg ........ $2.95

**Warrior Nun Areala** Vol II #16 (Nathan Lumm) Wrapping up Sister Eleanore's first mission as the guardian of New York City. After the climactic battle with Julius Salvius, is there much left to protect? 24pg ................ $2.95

## Avatar Press

**NEW** **Jade Warriors: Slave of the Dragon** 1 (Dave Campiti & Mike Deodato) Huge first issue brings back Deodato's warriors. Deathkiss has had enough trouble with the Yakuza, but now the destruction of Japan is at hand through a reborn dragon. ... $3.50
Nude cover (mature readers) .... $6.00

**Threshold** 34 (various) Pandora faces some political foes that just cannot grasp who she really is, but she is about to show them. Variant cover. ........ $4.95
Nude cover ............................ $6.00

**ONE-SHOT** **Warren Ellis' Strange Kiss** (Warren Ellis & Mike Wolfer; tpbk) Collecting the entire Strange Kiss series with a new introduction by Ellis and new pin-up art from Mike Wolfer. Mature readers. ....................................... $8.95

## Awesome

**NEW** **Youngblood Genesis** 1 (Kurt Busiek & Eric Walker + Chad Walker) Revealing the conspiracy and secrets surrounding the formation of Youngblood. An alien starship has crashed into earth and the US government is first on the scene, eager to exploit the technology and secrets within the craft. ............ $2.99

## Bongo Comics

**Bart Simpson Comics** 2 (Bates + DeCarlo & Gladir + Simone) During a school field trip to the zoo, Bart takes a dare that proves to be more than a little embarrassing. Plus, a Professor Frink invention leads to a population explosion of Barts. ................................ $2.50

**NEW** **Futurama Comics** 1 (Rogers & Lloyd + Morrison)
*See Close-Up, left.*

**Simpsons Comics** 52 (Paul Dini & Ortiz + Bill Morrison) The new Itchy & Scratchy interactive playsets are what every kid wants this Christmas, but one fat, lazy, geeky, sarcastic comic shop owner stands in their way. ......... $2.50

## Caliber

**Little White Mouse: Entropy Dreaming** 3 (Paul Sizer) With the robot body finally completed, Loo downloads her sister P'heng's brain patterns that have been stored on the satellite's computer hard drives. ............. $2.95

**ONE-SHOT** **Tales of the Holocaust** (various) Well, Caliber Entertainment brings tales of horror, images of torture and chronicles of death. Have your money ready. Mature. 64pg ................. $6.95

## Cartoon Books

**Castle Waiting** Vol II #3 (Linda Medley) Peac and Nessie find out just what really goes on at the Abbey of St Wilgeforte, and the Abbess Clarice recounts the legend of St Solicitous. b&w ................... $2.95

**Rose** 2 (Jeff Smith & Charles Vess) A terrifying dragon lays siege to the small towns of the Northern Valley. Unknown to Princess Rose, who must defeat the gigantic beast, the dragon is actually the ancient Lord of the Locusts. 48pg $5.95

## Chaos!

**Insane Clown Posse: Pendulum** 6 (Jesse McCann & Jerry Beck) Violent J and Shaggy 2 Dope have allowed themselves to be captured by the police. They shall not remain so. Mature readers. ...................... $5.95

**Lady Death: Crucible Collected Edition** Vol III (Brian Pulido & Steven Hughes; tpbk) Genocide's Hammer is complete. It is designed to wipe out the cosmos, and even Lady Death can't stop it. Contains issues #5 and #6 of the monthly series. ...................... $5.95

**NEW** **Lady Death: Tribulation** 1 (Len Kaminski & Ivan Reis) As a veil of eternal night engulfs Earth Lady Death struggles to decode an ancient Grimoire to prevent the coming darkness. ............................ $2.95

**Purgatori** ½ (Steven Grant & Al Rio) Recounting Purgatori's magnificent struggle to dominate Necropolis. An epic tale of her humble beginnings as a warrior slave in the royal arena to her powerful triumph as usurper of the realm. .................................... $2.95

## Claypool

**Deadbeats** Vol II (Richard Howell &

Ricardo Villagran; tpbk) Collecting issues #7-12 of the monthly title. Observe Dakota Kane's first man-to-vampire encounter and Dr Rolston's attempt to cure one of the Deadbeats – with horrible results. 160pg .... $12.95

**Elvira** 91 (various) Elvira is caught in a battle against a demi-monde of Canadian vampires, led by the police detective Nick Bite. Only the Mistress of the Dark can stop the TV show from being cancelled. ...................... $2.50

**Soulsearchers** 45 (various; tpbk) Outlawed by their own town, the soulsearchers have been driven underground – literally. But if they want to regain their reputation they're going to have to stop mixing with the mole people. 32pg ........................... $2.50

## CrossGen

**NEW** **The First** 1 (Barbara Kesel & Bart Sears) They were thought to be the Only, but now that these Sigil-Bearers have appeared it is clear that the First are not alone. Something should be done, so they set out to find a Sigil-Bearer. New series featuring the Godlike creatures first seen in CrossGen Chronicles. ............................ $2.95

**Meridian** 6 (Kesel + Middleton & Vines + Atiyeh) In her whole life, Sephie has never set foot on the surface world of Demetria. But now she is taken in by the kindly Minister of Akasia who has ideas about how the Sigil Bearer's power can benefit her city. ................ $2.95

**Mystic** 6 (Marz + Peterson & Dell + Crossley) Giselle faces her ultimate task as she battles through the secret refuge of the Guild Masters. But it's not only her own life that hangs in the balance – it's her sister's too. .. $2.95

**Scion** 6 (Marz + Cheung & Hillsman II + Rodriguez) The conflict that began with Ethan wounding Bron in the tournament arena finally boils over as East and West go to war. ............................... $2.95

**Sigil** 6 (Barbara Kesel + Steve McNiven & Ray Lai + Wil Quintana) Sam battles his way through a squad of Saurian guards, but his escape from their space station turns into an encounter with his own mortality when a Saurian guard shatters Sam's helmet in a vacuum. .......................... $2.95

## Fantagraphics

**ONE-SHOT** **Cola Madness** (Gary Panter; hbk) Apparently this Jimbo tale was completed in 1983 and has remained unpublished since that time. It is called one of the most ambitious and accessible pieces of Panter's career. 209pg .............. $24.95

**Comics Journal** 229 (various) Showcasing a veteran and a relative newcomer: Tom Sutton and Ed Brubaker. Check out these interviews, news, reviews, and general goodness. Mature readers. 112pg b&w .... $5.95

**Death & Candy** 2 (Max Andersson) The family drops in for a surprise visit to find a faceless corpse under the coffee table. Mature readers. b&w ....... $4.95

**Junior** 4 (of 5; Peter Bagge) This issue includes the stories *Reasons Never to Leave the House*, *The Thinker*, *Life Can Be Beautiful*, and *Let's Follow Him*. Plus a seven-page tale from Weirdo and the further adventures of Chet and Bunny in *Bedridden*. Mature. b&w ......... $2.95

**Naughty Bits** 33 (Roberta Gregory) With the season of good will fast approaching, Bitchy's thoughts turn to the more traditional values of life: Death, greed, selfishness and family trauma. Mature readers. 24pg b&w ........ $2.95

## Image

**Age of Bronze** 9 (Eric Shanower) As soon as Agamemnon finally collects all the forces he needs to attack Troy, Kalchas, the Trojan seer, reveals that the war will last for nine years before the Achaeans finally triumph. But with dissension and dwindling food supplies plaguing the Achaean camp, will the war even begin? 24pg b&w .............. $3.50

**NEW** **Butcher Knight** 1 (Charles Holland & Dwayne Turner; *Top Cow*) The story of Luther Washington, man monster. Centuries ago his name was Lancelot. He is the ultimate warrior knight and also the ultimate ex-con. Why? Lancelot was caged in the statue of the most fearsome of gargoyles (a monster created to destroy demons), Butcher Knight, for 1700 years. Now, the gargoyle and the man are free thanks to a half-demon witch named Daria. Variant covers. ...................................... $2.50

**Curse of the Spawn Vol IV: Lost Values** (Alan McElroy & Dwayne Turner; *Todd McFarlane Productions*; tpbk) Features issues #12, #13, #14 and #22 of the Curse of the Spawn comic series, recounting the horrifying, brutal conception of sexy sociopathic CIA killer/suburban mom Jessica Priest and her travails in South America recapturing a biogenetic weapon for head honcho Jason Wynn. 96pg .................... $9.95

**Darkminds** Vol II #9 (Ken Siu-Chong & Sigmund Torre + James Raiz) Originally sent to investigate a number of serial murders, Nagawa and Mai now find themselves in the thick of a conspiracy that may place the fate of the planet in jeopardy. ..................... $2.50

**Echo** 8 (Ken Siu-Chong & Long Vo + Saka) The team's silent sniper, Vincent Chang, is brought to the brink of madness as he is faced with what he most feared, the loss of the one person who kept him sane; Ling. Meanwhile, an enemy from the team's past orchestrates an elaborate assassination attempt to rid himself of the Echo team once and for all. .. $2.50

**Geeksville** 4 (Rich Koslowski & Sandy Koslowski + Gary Sassaman) The three Geeks face scandalous controversy during their second day at the "Big Con". Will it ruin their chances of becoming big stars in the industry? b&w ....... $2.95.

**Hellspawn** 4 (Brian Michael Bendis & Ashley Wood; *TMP*) Heaven and Hell are fighting a holy and bloody war on Earth, but it's a cold war with Armageddon a long way away. So, how does this cold, spiritual war affect the people being fought over? And what exactly is the Hellspawn's place in this battle? $2.50

**Kabuki Agents #5: Scarab** (David Mack & Rick Mays) Scarab is a dedicated career woman. Her job is to eliminate enemies of the state no matter what the personal cost. In this issue, three very different groups of people collide at an explosive crossroads. Kabuki Agents #5: Scarab is a story that has been three years in the making. b&w .......... $2.95

**Midnight Nation** 3 (J. Michael Straczynski & Gary Frank; *Top Cow/Joe's Comics*) Laurel and David Grey begin their journey cross-country in search of his soul. In this search they leave a trail of destruction. One city destroyed is major. Los Angeles to be exact. .............. $2.50

**Objective Five** #4 (Glenn Kaino + Kevin Hoffer & Luke Lizalde) Bringing the destinies of Simon Cox and the team back together. Lark, Alexis and DJ, alongside Vector, are now investigating both the virus and the wake of death it is causing as well as the violent death of the killer. .................................. $2.95

**Powers** 7 (Brian Michael Bendis + Warren Ellis & Mike Avon Oeming) Ooh, Meta-comics. In this self-contained issue Warren Ellis guest-stars as himself, a famous British comic writer who goes on one of these ride alongs with a reluctant Detective Christian Walker. But it's a trip into hell, as the ride a long takes these two characters into dangerous territory. And trust us, this issue has a shocking ending. ..... $2.95

**The Red Star** 4 (Christian Gossett + Bradley James Kayl & Gossett) Captain Marcus Antares has witnessed thousands of his fellow soldiers die helplessly on the field of battle. Now, heavily wounded, Marcus undergoes a mystic revelation which will force him to come to terms with the darker side of a country he has sworn to give his life for. ............. $2.95

**Rising Stars** 12 (J. Michael Straczynski & Christian Zanier; *Top Cow/Joe's Comics*) Following the death of a major character, the war for Chicago heats up. John appears to have an affinity for leaving landmarks in ruins. One has to wonder how much of the world will be destroyed by the war between the Specials. The way it's going it doesn't look like there's going to be much left to fight for. ........... $2.50

**Rumble Girls** 5 (Lea Hernandez) Raven Ransom has barely survived her first public appearance as media darling Silky Warrior Tansie, and is learning that her life at school was simple compared to the intrigues concocted by the massive media company EnTeCo. EnTeCo has retired Tansie's enemy/paramour Crimson August, and replaced him with the deadly Crimson Winter – an enemy who seems willing to take his scripted love-hate rivalry with Silky Warrior Tansie to fatal extremes. b&w ......................... $3.50

**Sam & Twitch** 16 (Brian Michael Bendis & Alex Maleev; *TMP*) A lawless war of greed and revenge has broken out among New York's bounty hunters and it is wreaking havoc on the NYPD. The bloody war delivers a body blow straight to Sam and Twitch. A shocking tragedy sends them on the trail of a brutal bounty hunter Bilal. ............................. $2.50

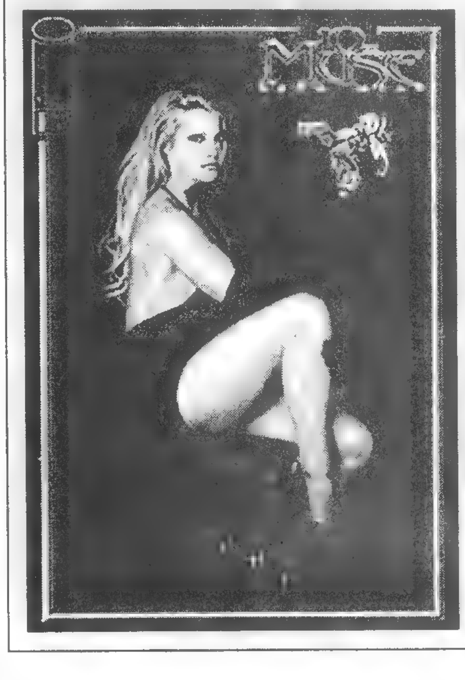
**NEW** **Sam & Twitch Vol I: Udaku** (Brian Michael Bendis & Angel Medina; *TMP*) Four severed thumbs are found at a crime scene. That's certainly unusual. But when each thumb is proven to have the same fingerprint, our heroes realise they've got a real mystery on their hands. Reprints the entire *Udaku* story arc, #1-8. 192pg b&w ...................... $21.95

**Savage Dragon** 81 (Erik Larsen; *Highbrow*) In the deadly Bay of Bones the Dragon fights for his life and the survival of a fantastic underwater kingdom. Sea monsters are eating away at the very Earth's core and Savage Dragon is the only hope to save this ravaged world from complete and total annihilation. $2.95

**Spawn** 104 (Todd McFarlane + Steve Niles & Angel Medina; *TMP*) The War has grown cold. The powers of Light and Dark have receded to the shadows. Spawn is finally free of the ties that have bound him. Now a killer has returned from the dead; a brutal slayer looking for some blood retribution. ..................................... $2.50

**Spawn: The Dark Ages** 21 (Steve Niles & Nat Jones; *TMP*) Imprisoned like an animal, tortured by the lover of the man he slaughtered, the HellSpawn Covenant has found a way to temporarily restore his Hell-born strength. ................................ $2.50

**Tellos** 10 (Todd Dezago & Mike Wieringo) This one has all the answers, most notably Jarek's final confrontation with Malesur. Also features a preview of the upcoming Tellos Special, Tellos: Maiden Voyage, an all-new Tale of Serra's First Trip on the Sheva-Nova, by Todd Dezago and French artist, Crisse. ....................................... $2.95



### Image CLOSE-UP

**The 10th Muse**

Image Comics

*Writer:* *Marv Wolfman*

*Artists:* *Ken Lashley*

Greek mythology documents the nine Muses, daughters of Zeus. But history forgot one. Emma Sonnet disappeared five years ago during a summer trip to Greece. Yesterday, she resurfaced as the newly appointed District Attorney, with a unique take on the law. ..$2.95

**ON SALE NOVEMBER**

**NEW** **The 10th Muse** 1 (Marv Wolfman & Ken Lashley) *See Close-Up, below.*

**Tomb Raider** 9 (Dan Jurgens & Andy Park; *Top Cow*) Lara Croft, the hunter, has become the hunted as the mysterious and enigmatic Midnight Squires pursue her to the very ends of the earth to get their hands on the fabled eye of Shaherettin, an ancient orb that might hold the secret of creation itself. Variant cover. ........................... $2.50

**NEW** **Top Cow Classics: Tomb Raider** 1 (Dan Jurgens & Andy Park; *Top Cow*) The next in the series of the Top Cow black and white editions. This is the first issue of *The Saga of the Medusa Mask*. b&w ........................................ $2.95

**ONE-SHOT** **Tomb Raider: The Greatest Treasure of All** (Dan Jurgens & Joe Jusko; *Top Cow*) This adventure takes readers deep into the Central American jungle, where Lara Croft and Chase Carver are being pursued by Central American rebels. What treasures could bring them to such a dangerous land? 48pg ............ $5.95

**Warlands** 11 (Pat Lee + Adrian Tsang & Lee) As the Eastern Kingdoms and the Vampires and Orcs of the Dataran Horde clash in a final battle for control of Warlands, King Atrelegis must fight a desperate battle against Malagen the Black, Kahn of Datara. ............. $2.50

## Insight Studios

**ONE-SHOT** **Clone Conspiracy** (Allan Gross; tpbk) Daily strip lifted from the Internet telling the story of a brilliant scientist who is either profoundly brilliant or deeply paranoid. Set against a backdrop of secrecy and counter-intelligence, this collection explores the science of cloning and the art of what might go wrong. 160pg b&w ............................ $14.95

**Liberty Meadows** 16 (Frank Cho) Containing all of the favourite strips, dailies and Sundays as voted for by fans and readers of Liberty Meadows. Plus comments by Frank Cho and a few of the more erudite readers. b&w ...... $2.95

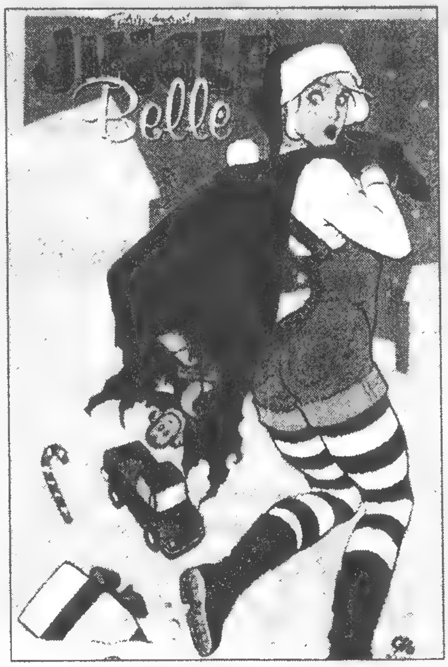
## Oni Press

**ONE-SHOT** **Adventures of Barry Ween Boy Genius 2.0** (Judd Winick; tpbk) Collecting together the second series of the regular monthly title starring Barry Ween. When nobody is watching, Barry and his best chum Jeremy are rescuing aliens from the inter-galactic Mafia, travelling back in time to the old west, and avoiding bumbling covert agents sent by the US government. Mature readers. 88pg b&w .... $8.95

**Breakfast After Noon** 4 (of 6; Andi Watson) Rob realises there is no assembly work at all in the Potteries and begins to drift towards being a slacker when he should be making arrangements for the postponed wedding. Mature readers. b&w ............................ $2.95

**Coffin** 2 (of 4; Phil Hester & Mike Huddleston) Dr Ashar Ahmad is building a body suit that contains the soul when the body has died. When his corrupt employer discovers Ahmad's plans to double-cross him, the suit is put to the test. Ahmad climbs into it to escape the fatal wounds inflicted upon him by thugs, only to find himself trapped neither dead nor alive in The Coffin. Mature readers. ........... $2.95

**ONE-SHOT** **Jingle Belle's All-Star Holiday Hullabaloo** (Paul Dini & various) *See Close-Up on following page.*



## Oni PRESS CLOSE-UP

### Jingle Belle's All-Star Holiday Hullaballoo

Oni Press

*Writer: Paul Dini*

*Artists: various*

Telling the problems of Santa Claus's daughter. I mean, what would you do if your dad knew everything you were doing? He'd know everything you were doing? And what do you get him for Christmas? Hmm? .................... $4.95

**ON SALE NOVEMBER**

## Realm Press

**ONE-SHOT** **Battlestar Galactica: Triad Triumph and Tears** (Dan Parsons & James Kuhoric) 20 yahrens of frustration and disappointment drive Bojay to breaking point when he and new love Athena come face to face with Apollo and Sheba in the squared circle of the Triad Court. While the excitement of the games drive the fleet into a frenzy, the fate of Boomer is decided in the tribunal. Only the loyalty of his closest friend Jolly stands between him and a life on the prison barge. ...................... $3.99
Deluxe Edition ......................... $4.99

**Matt Busch's Daria Jontak** 2 (Matt Busch) Join Daria and her strange cohorts as they blast through the cosmos on a tour-de-force of adrenaline. Includes sketches, production notes and a look at the storyboards for the movie. ....... $3.99
Photo cover ............................ $4.99

## Sirius

**Artesia Afield** 5 (of 6; Mark Smylie) Artesia and her company march on to the battlefield only to find out that the Thessids have already begun their assault on the Grand Duke's camp. As the banner lords ride to destroy the Thessid bridge, Artesia and her Guard plunge into the chaos of the bloody and swirling melee. Mature. ..................... $2.95

**Poison Elves** 62 (Drew Hayes) With the help of Cleah and Mogre-Ur, Lusiphur and Jace negotiate their way back into the Elvin Council's good books. Once this is accomplished, the Council wastes no time in utilising their unique abilities. In their first official mission, Lusiphur and Jace reluctantly agree to become ambassadors of the fey. So, much to their annoyance, they split apart so Luce can talk to the Sprites while Jace seeks out the Brownies. Bimonthly. Mature readers. .................................. $2.95

## Tokyopop.com

**Cardcaptor Sakura** 11 (various) A wonderful haircut, a badminton challenge, Sakura's week is going well. But who is the girl causing mischief in her name? Looks like a Clow Card. 48pg b&w .............................. $2.95

**Cardcaptor Sakura Pocket Mixx** vol II (various) Sakura continues her mission to collect all the mischievous Clow Cards before they cause more chaos and destruction. But her world changes when a mysterious boy named Li transfers to her school. Includes episodes originally from the Cardcaptor Sakura monthly series #6-10 185pg b&w ........................ $9.95

**Gundam Wing** 9 (various) Princess Relena of the Sanc Kingdom visits Duke Dermail of the Romefeller Foundation to question their rule of force. She learns the Romefeller has sent an MD troop to the Sanc Kingdom to destroy Gundam. Pressed by Dermail, Relena decides to work for the Romefeller for world peace and orders Gundam pilots to stop the battle with MD. 48pg b&w ................ $2.95

**Gundam Wing Pocket Mixx** Vol II (various) As the rebel assault against the opposing OZ forces continues, the Romefeller Foundation takes control of the world. Collecting stories originally from Gundam Wing Mixx Manga comics #5-8. 185pg b&w ......... $9.95

**Miracle Girls** 3 (various) Mr Kaguera sees the two girls teleport and thereby discovers their paranormal powers. He is determined to use them to justify his research and wants Tomomi to teleport in front of his camera. 48pg b&w ........... $2.95

**Sailor Moon** 26 (various) Sailors Uranus, Neptune and Pluto introduce themselves as the Sailor Scouts of the outer solar system. Their role is to protect Sailor Moon and the Earth form a distance. 48pg b&w ................. $2.95

**Sailor Moon Pocket Mixx** Vol VIII (various) It is not sweet dreams when Bunny is haunted with nightmares of doom and destruction. Are these just bad dreams or apocalyptic prophecies. Collects tales from Sailor Moon #22-25 192pg b&w ............................ $9.95

**Saint Tail** 2 (various) A miffed Meimi is enraged when Asuka Jr vows to capture her. Ever the sport she leaves a calling card to make his job just a little easier. 48pg b&w ..................... $2.95

## Viz

**Animerica** Vol VIII #11 (various) Cardcaptor special. Find out all about Sakura and Kero-chan, the heroes from the new series of CLAMP. Plus features on the latest American and Japanese anime, exclusive interviews and news. 96pg ....................................... $4.95

**ONE-SHOT** **Der Mond: The Art of Yoshiyuki Sadamoto** (Yoshiyuki Sadamoto) Collecting the artist's gorgeous colour illustrations for the first time in an English edition. 120pg ........................ $29.95

**Dragon Ball Part 3** #6 (of 14; Akira Toriyama) Trapped in Level 5 with the hungry monster Gomu, Goku and 8-Chan are appalled to find that even the Kamehameha doesn't work. So how on earth will they stop the slobbering blob and rescue the mayor of Jingle Village? b&w ........................ $2.95

**Dragon Ball Z Part 3** #10 (of 10; Akira Toriyama) With the Namekian child Dende in tow, Gohan and Kuririn rush back to their secret hideout where Dende begins to tell the story of the Namekians. b&w .................. $2.95

**Dragon Ball Z** Vol II (Akira Toriyama; tpbk) Containing Dragon Ball Z Part I #6 to Part II #2. Goku is dead but his journey is only just beginning. Now he must travel through the afterlife along the million kilometre Snake Road to find the Lord of Worlds. There he can learn martial arts techniques reserved for the gods. 192pg b&w .................... $14.95

**Eagle** Vol 10 (of 14; *Gone to Texas*; Kaji Kawaguchi) Yamaoka and Takashi go out to the Star Cafe to try to win the support of a Texas politician, but there is no turning back once Yamaoka talks gun control in the middle of a Texas bar. 104pg b&w ...................... $6.95

**El Hazard: The Magnificent World** 3 (of 5; Hidetomo Tsubura) Makoto is captured by two of the three magic-wielding Muldoon Priestesses who, after some suspicion, decide to take him along to the capital of Roshitaria. 40pg b&w ............ $2.95

**Inu-Yasha** Part V #6 (of 11; Rumiko Takahashi) Miroku and Shippo are both miniaturised, Inu-Yasha is a mere human and badly wounded, so it's up to Kagome to save them all from the plant ogre. 40pg b&w ..................... $2.95

**Mobile Suit Gundam Wing** 4 (of 4; Reku Fuyunagi) The first time Relena met Gundam Wing pilot Heero Yuy, he promised to kill her for discovering his identity. But now their relationship has changed, and the battle has ended. So what lies ahead for their relationship? And can they learn to trust one another? 40pg b&w .............................. $2.95

**Neon Genesis Evangelion** Book 5 #2 (of 7; Yoshiyuki Sadamoto) The controversial science fiction series which revolutionised anime on Japanese television is here represented in comicbook form. b&w ............ $2.95

**No Need For Tenchi!** Part 10 #3 (of 7; Hitoshi Okuda) Are sea serpents motivated solely by the desire to protect the environment? Or are they just 200-foot long tourist-eating vermin? b&w ........................ $2.95

**Pulp** Vol IV #12 (various) Violence, sex, and general adult-themed manga, plus features and editorial criticism. Mature readers. 184pg b&w ..... $5.95

**Ranma ½** Part IX #7 (of 11; Rumiko Takahashi) To defeat Ryoga's invulnerable new shisei kakkodan energy techniques, Ranma has a plan: To ask Shampoo's grandmother Cologne for help. b&w .......................... $2.95

**Ranma ½** Vol XVI (Rumiko Takahashi; tpbk) Collecting the monthly title Part VIII #8 through to Part VIII #13. At the cursed Chinese training ground Jusenkyo Ranma and his father get splashed with cold water, turning papa into a giant panda and Ranma into a buxom young woman. That should help the virility problems. Ugh. 200pg b&w .................. $15.95

**Silent Möbius: Catastrophe** 6 (of 6; Kia Asamiya) Who is the megodyne serial killer? What is the meaning of the cyber-virus Lebia Maverick has discovered? ............................ $2.95

**Strain** Vol IV (Buronson & Ryoichi + Ikegami; tpbk) Contains instalments from Pulp Vol III #12 to Vol IV #7. Japanese assassin Shingo Kusaka joins a group of outcasts in the fight against his elder brother Shunchiro and the monolithic Chinese Sai crime family. Mature readers. 224pg b&w .... $16.95

# INTERNATIONAL

## Black Library (UK)

**Inferno! Magazine** 21 (various) Action stories, comics strips and fantasy artwork from the worlds of Warhammer and Warhammer 40,000. 68pg b&w . $6.95

**Warhammer Monthly** 36 (various) The Inquisitor is back. Now Gravier must find his former master, Inquisitor Defay, rumoured to have gone to the foul side of Chaos. 40pg b&w ................... $2.95

## Eddie Campbell Comics (Aus)

**Eddie Campbell's Bacchus** 57 (Eddie Campbell) Another recollection of insights both humorous and tragic on the human condition with the terminally bewildered Alec MacGarry. Mature readers. ...................... $2.95

# UK NEWSSTAND

## DC Thomson

**The Beano** 3051-3055 (weekly; various) Another issue of the humour comic anthology, featuring some firm old favourites. Follow the cheeky adventures of Roger the Dodger, Billy Whizz, The Bash Street Kids, Dennis the Menace and Gnasher among others. 24pg ............................ £0.60

**Beano Superstars** 107 (various) One complete strip of the long-running humour anthology is contained in each issue, featuring a single character from its multiple storylines. 36pg ..... £0.65

**Bunty** 2147-2251 (wkly; various) Comics, features and photo strips in this long-running comic. ........ £0.65

**Classics from the Comics** 60 (various) Anthology collection reprinting classic cartoon strips from DC Thomson's The Beano and The Dandy. 68pg b&w .................. £1.20

**Commando Action and Adventure Stories** 3388-3396 (8 per month; digest; various) Featuring one self-contained strip per issue. Some new material. 68pg b&w ................. £0.70

**The Dandy** 3082-3086 (weekly; various) Humour strips from DC Thompson's longest-running comic, still starring Desperate Dan and Korky the Cat. 24pg .............. £0.60

**Football Picture Story Monthly** 350-351 (fortnightly; digest; various) Contains one full-length self-contained football story per issue. 68pg b&w ................................ £0.60

**Fun-Size Beano** 109-110 (fortnightly; various) Pocket-sized spin-off from the Beano featuring Dennis the Menace, Gnasher, the Bash Street Kids and all the usual suspects. 68pg ...................................... £0.60

**Fun-Size Dandy** 107-108 (fortnightly; various) Pocket-sized spin-off from The Dandy featuring Desperate Dan. 68pg ............. £0.60

## Rebellion

**2000 AD** 1217-1221 (weekly; various) Five new strips. Future cop Judge Dredd tackles police corruption in *Sector House* by John Wagner and Carlos Ezquerra. Nikolai Dante fights for his life in *The Battleship Potemkin* by Robbie Morrison and Simon Fraser. Deadlock gets his own solo series courtesy of Pat Mills and Henry Flint. Plus two all-new thrills: *Rain Dogs* is a tale of survival by necessity, and *Vanguard* presents lashings of deep space battle action. ................. £1.40

**Judge Dredd Megazine** 72 (various) Three stories, including a Judge Dredd episode. Plus backup strips from upcoming artists: *DeMarco P.I.* by Robbie Morrison and Laurence Campbell, and reprints of the classic *Strontium Dog* by John Wagner and Carlos Ezquerra. 48pg ............. £2.50

## Panini Comics

**Action Man** 53 (4-weekly; various) All-new action-packed soldier adventure yarns based on the best-selling action figure. 28pg ..... £1.45

**Doctor Who Magazine** 298 (4-weekly; various) Contains feature articles on everybody's favourite misfit. 52pg .......................... £3.25

**Sindy** 6 (various) Comic strips, puzzles and colouring features based on the UK's preferable alternative to Barbie. ................................... £1.35

**Spectacular Spider-Man** 67 (4-weekly; various) All new comic strips, puzzles and games. 72pg ....... £2.50

**Wickid** 8 (4-weekly; various) All-new licensed Fox Kids comic featuring the Addams Family, Ninja Turtles, Power Rangers and Spider-Man. 36pg £1 60

**Wolverine Unleashed** 54 (4-weekly; various) This title compiles Marvel US Wolverine comic strips plus magazine-style feature articles, and should be doing pretty well thanks to the recent Wolverine-centric X-Men movie. 72pg ........................... £2.25

**BOOKS & GRAPHIC NOVELS UPDATE: see listing page 6**

# QUALITY COMICS
# SILVER AGE CATALOGUE

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*Postage (UK): £1 base charge plus 15p per comic; 50p per book (double the rates on orders outside UK).* ***Comics mailed out within 7 days of cheques clearing*** *(within 72 hours on credit cards). Make cheques/postal orders payable to Quality Comics. Full refund on items already sold. Write:* ***QUALITY COMICS, 8 TRINITY RD, LONDON N2 8JJ***

## MARVEL COMICS

### Amazing Adventures

| | | | |
|---|---|---|---|
| 4 | p *(1961 Kirby/Ditko)* | 12.50 | *¢ copy 1961* |
| Vol 2 #8 | vg+ | 3.75 | *Neal Adams' Avengers, off 1 staple* |
| Vol 2 #17 | fn- | 3.50 | *origin of Beast, 1/2" masking tape on spine* |

### Amazing Spider-Man

| | | | |
|---|---|---|---|
| 2 | vg+ | 175.00 | *p; solid vg+ but 2 1/2x 1/2" deep piece out top of cover* |
| 4 | vg+ | 185.00 | *spine & edge creasing* |
| 5 | vg+ | 100.00 | *2 x light shop stamps and 8d biro price; slight spine creasing* |
| 6 | vg+ | 100.00 | *light bottom corner creasing and some spine scuffing only* |
| 7 | vg+ | 100.00 | *small creasing around top staple; some creasing along top; otherwise clean cover; almost fn-* |
| 8 | fn- | 120.00 | *some light spine creasing and small 1/2" tear on outer edge* |
| 9 | fn | 140.00 | *small creasing around top staple; some creasing along top; otherwise clean cover; almost fn-* |
| 10 | fn+ | 140.00 | *almost a vfn-, slight creasing* |
| 11 | fn- | 75.00 | *scuffed spine; corner crease* |
| 13 | fn | 100.00 | *only fault scuffed spine* |
| 14 | fn+ | 285.00 | *very solid copy; very minor spine creasing* |
| 15 | fn+ | 90.00 | *very light spine scuffing* |
| 16 | fn+ | 67.50 | *very light spine roll otherwise very clean copy, almost vfn-* |
| 17 | fn+ | 90.00 | *(2nd Goblin) light corner creases; very light wear on top staple; almost vfn-* |
| 21 | vfn | 105.00 | *¢; 10d shop stamp* |
| 22 | vfn-, ¢ | 130.00 | |
| 26 | fn+ | 62.00 | |
| 28 | vfn | 150.00 | |
| 31 | vg | 10.00 | *2 shop stamps 1/2" piece out top cvr corner* |
| 32 | fn- | 22.50 | |
| 33 | fn- | 22.50 | |
| 34 | fn- | 22.50 | |
| 37 | fn+ | 30.00 | |
| 38 | fn+ | 35.00 | *2 small tears back cover* |
| 46 | fn- | 11.00 | |
| 48 | fn- | 11.00 | |
| 49 | fn- | 11.00 | |
| 50 | fn- | 58.00 | *subscription crease, small tear* |
| 51 | vg+ | 13.50 | |
| 53 | fn | 14.00 | |
| 55 | fn | 8.00 | |
| 56 | vfn- | 10.50 | *¢; light 1/- stamp* |

### Astonishing Tales

| | | | |
|---|---|---|---|
| 18-20 | fn- | 1.50 | |

### Captain America

| | | | |
|---|---|---|---|
| 109 | fn- | 18.00 | *origin by Kirby* |

### Captain Savage and his Leatherneck Raiders

| | | | |
|---|---|---|---|
| 1 | vfn- | 7.50 | |
| 2 | nm- | 7.50 | |
| 3 | nm- | 8.00 | |

### Daredevil

| | | | |
|---|---|---|---|
| 1 | fn+ | 395.00 | *beautiful copy almost a vfn-, no cvr marks* |
| 15 | fn | 12.00 | |
| 25 | vg+ | 4.50 | |
| 176 | nm- *(Frank Miller art)* | 4.00 | |
| 179-180 | nm- *(Frank Miller art)* | 4.00 | |
| 181 | nm- *(giant; Miller)* | 4.00 | |
| 190 | nm- *(giant; Miller)* | 3.00 | |

### Fantastic Four

| | | | |
|---|---|---|---|
| 3 | vg+ | 245.00 | *p; some spine scuffing; 2 corner creases; almost an fn- copy* |
| 5 | g | 110.00 | *p;2 book stamps; taped spine* |
| 6 | fn+ | 325.00 | *p; faint creasing on edges & very light sub crease, but very little wear, almost vfn-* |
| 16 | vg | 27.00 | *p.2x shop stamps' 6d biro* |
| 18 | fn | 57.50 | *p; upper staple strain; very slight creasing to spine & top edge* |
| 19 | vg+ | 40.00 | *subscription-like crease; some wear to spine & bottom edge* |
| 20 | fn+ | 62.50 | *slight spine roll* |
| 22 | fn- | 27.50 | *2 x light book stamps 8" biro; light spine creasing* |
| 24 | fn+ | 30.00 | *very light spine wear; one corner crease* |
| 25 | fn- | 60.00 | *sub crease; slight spine wear; top & corner crease* |
| 26 | fn | 65.00 | *slight spine wear, 1/4" tear into bottom of spine* |
| 27 | vg+ | 24.50 | *spine & bottom creases* |
| 30 | fn- | 19.50 | *bottom spine 1/4"tear; bottom corner crease* |
| 42 | fn+ | 13.50 | *cvr corner creases & some lower spine wear* |
| 43 | vfn- | 24.00 | *slight spine wear* |
| 45 | fn+ | 15.50 | *slight spine wear & crease* |
| 46 | fn+ | 15.50 | *slight spine wear & creasing* |
| 47 | fn | 12.00 | *light creasing to spine and corner* |
| 51 | fn | 10.00 | *creases at spine & one corner* |
| 36 | fn- | 16.00 | *¢, 10d stamp; several cvr & 1 corner crease* |
| 37 | fn- | 16.00 | *¢; 10d stamp; 3/4" tear into cover* |
| 41 | nm- | 40.00 | *¢; 10d stamp* |
| 44 | vg++ | 13.50 | *slight spine wear* |
| 45 | fn+ | 15.50 | *slight spine wear & crease* |
| 46 | fn+ | 15.50 | *slight spine wear and creasing* |
| 47 | fn | 12.00 | *light creasing to spine and corner* |
| 51 | fn | 10.00 | *creases at spine & one corner* |
| 52 | fn+ | 16.00 | *(1st Panther) minor spine creasing* |
| 56 | fn | 11.00 | *(Surfer) ¢; 2 x book stamps + 10d biro; only light creasing* |
| 64, 65, 68 | nm- | 27.50 | |
| 71 | fn+ | 8.00 | *¢; small 1/- stamp* |
| 78 | nm- | 21.00 | *¢; small 1/- stamp* |
| 93 | vfn- | 9.00 | *¢; small 5p biro* |
| 98 | fn- | 5.00 | *(p; book stamp) (small tear from sticker having been removed)* |
| 99 | fn+ | 5.50 | *(p) (small tear from sticker having been removed)* |

### Fantastic Four Annuals

| | | | |
|---|---|---|---|
| 3 | fn | 24.00 | *small 1/6 UK price stamp* |
| 4 | vfn- *(¢)* | 30.00 | |
| 5 | vfn- | 36.50 | *(¢) 1st Surfer solo story* |

### Gunsmoke Western

| | | | |
|---|---|---|---|
| 59 | vg+ *(taped spine)* | 5.50 | |
| 75 | vg+ | 5.00 | |

### Howard the Duck

| | | | |
|---|---|---|---|
| 2 | nm | 3.00 | |
| 3-6 | nm | 2.50 | |

### Incredible Hulk

| | | | |
|---|---|---|---|
| 103 | vfn- | 25.00 | |

### Iron Man

| | | | |
|---|---|---|---|
| 5 | vfn- | 19.50 | |
| 7 | vfn- | 12.50 | |

### Journey Into Mystery

| | | | |
|---|---|---|---|
| 59 | vg- *(¢ copy)* | 21.00 | |
| 63 | vg+ *(¢ copy)* | 25.00 | |
| 75 | vfn | 60.00 | |
| 77 | vg | 19.00 | |
| 80 | fn- | 25.00 | |
| 93 | fn- *(6d biro)* | 28.75 | |
| 95 | vg | 39.00 | |
| 95 | vfn | 63.00 | |
| 96 | fn- | 24.50 | |
| 97 | fn- | 28.75 | |
| 98 | fn- | 21.50 | *small biro date on cover* |
| 99 | fn | 24.00 | |

### Kid Colt Outlaw

| | | | |
|---|---|---|---|
| 70 | vg- | 4.50 | |

### Kull The Conqueror

| | | | |
|---|---|---|---|
| 9 | vfn+ *(¢ copy)* | 2.50 | |

### Marvel Team-Up

| | | | |
|---|---|---|---|
| 1 | vfn- | 32.50 | |

### Marvel Two-In-One

| | | | |
|---|---|---|---|
| 1 | vfn *(Man-Thing)* | 12.50 | |
| 17 | nm | 3.25 | |

### Marvel Premiere

| | | | |
|---|---|---|---|
| 5 | vfn+ | 3.50 | *¢ copy, Dr. Strange* |

### Rawhide Kid

| | | | |
|---|---|---|---|
| 34 | vg+ | 10.50 | *Jack Davis and Jack Kirby strips* |
| 35 | g | 4.50 | *2 x Jack Davis strips* |

### Sgt Fury and his Howling Commandos

| | | | |
|---|---|---|---|
| 2 | fn | 60.00 | |
| 13 | fn- | 50.00 | *Captain America; Jack Kirby art* |

### Silver Surfer

| | | | |
|---|---|---|---|
| 2 | fn+ | 49.50 | *¢; small 1/9d stamp; 68 pages, slight creasing at bottom of spine* |
| 3 | fn+ | 38.50 | *¢; small 1/9d stamp; 68 pages; creasing on far edge* |

### Strange Tales

| | | | |
|---|---|---|---|
| 76 | fn- *(Dragoom!)* | 42.00 | |
| 78 | vfn | 72.00 | |
| 80 | vg- *(Gargantus!)* | 19.50 | |
| 81 | vg+ | 17.50 | |
| 82 | fn+ | 28.50 | |
| 83 | vg *(Grogg!)* | 15.00 | |
| 84 | vfn | 48 00 | *(Magneto Mark II)* |
| 86 | vg | 17.00 | *Mechano!* |
| 88 | vg | 14.50 | *(Zzutak) off 1 staple, marked cover* |
| 90 | fn | 20.00 | *slight chipping* |
| 91 | vfn | 41.25 | |
| 101 | vfn- | 307.50 | *1st solo Human Torch strip* |
| 102 | vfn- | 100.00 | |
| 104 | fn | 36.00 | |
| 106 | vfn | 67.50 | |
| 107 | vfn- | 65.00 | *4th S/Age Sub-Mariner; slight chipping* |
| 109 | vfn- | 60.00 | |
| 110 | vg | 145.00 | *1st Doctor Strange; Steve Ditko* |
| 112 | fn+ | 33.00 | |
| 113 | vfn- | 40.00 | |
| 114 | vfn- | 135.00 | *Dr Strange series begins; Captain America tryout in Human Torch strip* |
| 115 | vfn- | 160.00 | *origin of Doctor Strange; Ditko* |
| 117 | vfn | 30.00 | |
| 119 | vfn- | 37.50 | *Spider Man appearance* |
| 122 | fn+ | 16.50 | |
| 125 | vg | 9.00 | *marked cover* |
| 127 | vg+ | 12.00 | |
| 128 | fn- | 11.25 | |
| 129 | fn+ | 11.50 | |
| 131 | vg+ | 7.50 | |
| 132 | vg | 6.50 | *marked cover* |
| 133 | fn | 10.00 | |
| 134 | vg | 7.00 | |
| 135 | fn- | 19.50 | *1st Nick Fury-Agent of Shield* |
| 136 | fn- | 9.00 | |
| 137 | fn- | 9.00 | |
| 139 | vg | 5.00 | |
| 143 | fn | 6.50 | |
| 144 | fn | 6.50 | |
| 145 | vfn | 9.00 | |
| 146 | fn- | 5.25 | *light shop stamp* |
| 147 | vfn | 9 25 | |
| 148 | vg- | 6.00 | *Origin; The Ancient One* |
| 149 | vfn | 9.50 | |
| 150 | vg+ | 5.00 | |
| 152 | vg+ | 5.50 | |
| 154 | fn- | 6.75 | |
| 155 | fn | 7.50 | |
| 156 | vg *(marked cover)* | 4.50 | |
| 157 | vg *(shop stamp)* | 4.50 | |
| 158 | vfn | 11.25 | |
| 160 | fn+ *(light shop stamp)* | 7.75 | |
| 162 | vfn *(light shop stamp)* | 9.25 | |
| 163 | fn+ *(light shop stamp)* | 6.50 | |
| 165 | fn *(marked cover)* | 5.50 | |
| 167 | vfn | 11 25 | |
| 168 | vfn- | 8.75 | *final episodes of Nick Fury & Dr Strange* |

### Strange Tales Annual

| | | | |
|---|---|---|---|
| 1 | fn- | 120.00 | *fantasy reprints* |

### Tales of Suspense

| | | | |
|---|---|---|---|
| 1 | fn | 320.00 | *Ditko & Williamson strips* |
| 10 | vg+ | 33.00 | |
| 14 | fn- | 33.00 | |
| 19 | vg | 32.00 | |
| 21 | vg+ | 23.50 | |
| 22 | vg- *(Grogg!)* | 23.50 | |
| 26 | fn | 39.00 | |
| 27 | fn+ | 43.00 | |
| 28 | fn | 39.00 | |
| 30 | vg | 17.50 | *Marvel chipping, small mark on cover* |
| 31 | vg | 26.00 | |
| 32 | fn+ | 40.00 | *Man in Beehive, companion to Tales to Astonish's Man in Ant-Hill, some Marvel chipping* |
| 35 | vg+ | 21.00 | *slight Marvel chipping* |
| 36 | vg+ | 24.50 | |
| 37 | vg | 24.00 | |
| 39 | fn | 675 00 | *US small surface tear* |
| 40 | vfn- | 440.00 | |
| 41 | vg | 110 00 | |
| 43 | vg | 55 00 | |
| 44 | vg | 52.00 | *subscription crease* |
| 45 | fn+ | 85.00 | |
| 49 | vg+ | 42.00 | *3rd appearance X-Men* |
| 51 | vfn | 46.50 | |
| 52 | fn- | 29.00 | |
| 53 | vfn | 43.00 | *2nd Watcher and origin* |
| 54 | vg | 12.50 | |
| 55 | vg+ | 13.75 | |
| 56 | vg | 12.50 | |
| 58 | vg | 44.00 | *scarce in UK; low distribution* |
| 63 | vg | 30.00 | *1st Silver Age origin Captain America* |
| 64 | vg | 11.00 | *shop stamp* |
| 65 | vg- | 16.50 | *1st Silver Age Red Skull; slight shop stamp* |
| 66 | vg | 12.50 | *origin Red Skull* |
| 67 | vg+ | 8.00 | *slight shop stamp* |
| 68 | fn- | 10.50 | |
| 69 | vg | 7.50 | |
| 70 | vfn- | 18.00 | |
| 72 | vfn- | 14.50 | |
| 73 | fn | 10.00 | |
| 74 | vg- | 5.50 | |
| 75 | fn | 10 00 | |
| 76 | fn+ | 8.25 | *shop stamp* ... 1 |
| 77 | vfn | 12.50 | |
| 78 | vfn- | 11.25 | |
| 79 | vg- | 5.00 | |
| 80 | fn | 7.50 | *cover surface tear* |
| 83 | fn+ | 8.25 | |
| 84 | fn | 9.00 | |
| 85 | fn- | 8.00 | |
| 86 | vg- | 4.50 | |
| 87 | vfn | 12.50 | |
| 88 | vg- | 4.50 | |
| 89 | nm | 17 50 | |
| 90 | vfn | 12 50 | |
| 94 | fn+ | 8.25 | |
| 98 | vfn | 12.50 | |

### Tales To Astonish

| | | | |
|---|---|---|---|
| 12 | fn- | 60.00 | |
| 15 | *The Blip!* | | |
| 18 | fn+ | 60.00 | |
| 19 | fn- | 50.00 | |
| 20 | vg+ | 32 00 | |
| 22 | fn- | 33.00 | |
| 23 | vg+ | 28 50 | |
| 24 | vg+ | 25.00 | |
| 25 | vg+ | 25 00 | |
| 26 | fn | 35 50 | *shop stamp* |
| 29 | fn | 39.00 | |
| 32 | fn- | 34.00 | |
| 33 | vg | 25.00 | |
| 34 | fn | 38.00 | |
| 36 | fn+ | 143.00 | |
| 37 | vg+ | 50.00 | |
| 38 | fn | 75.00 | |
| 40 | vfn | 114.00 | |
| 41 | vfn- | 74.50 | |
| 42 | fn+ | 54.50 | |
| 43 | vg+ | 36 00 | |
| 44 | fn | 51 00 | *1st appearance & origin The Wasp* |
| 45 | fn+ | 32.00 | *some Marvel chipping* |
| 46 | vg- *(taped spine)* | 18.00 | |
| 47 | vg+ | 23 00 | |
| 48 | vg- | 20 00 | |
| 49 | vfn | 66 00 | |
| 55 | vg+ | 8 00 | *small piece out of cover* |
| 58 | vg | 12 50 | |
| 59 | fn- | 27 00 | *¢ copy small biro number* |
| 60 | fn+ | 40.00 | *Hulk series begins* |
| 63 | vfn | 30.00 | |
| 66 | vfn- | 21 50 | |
| 67 | vfn- | 21 50 | |
| 68 | fn- | 11 00 | |
| 69 | fn | 11 50 | |
| 70 | fn | 20 00 | *1st Namor series begins* |
| 71 | fn | 10 50 | |

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THE MAN WITHOUT FEAR!
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Starring the fabulous HUMAN TORCH!

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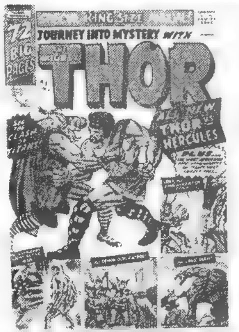
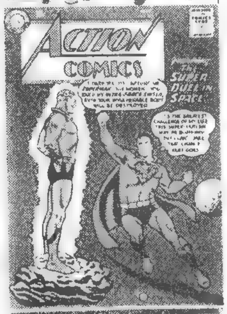
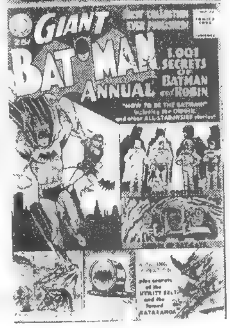


MARVEL
PHOENIX
THE UNTOLD STORY

SPECIAL EDITION
X-MEN

X-MEN
THE NEW TEEN TITANS





74 fn- 4.75
*2 book stamps, felt tip 4p*
75 fn- 8.00
76 fn 8.50
77 vfn- 13.50
81 fn 7.50
82 fn- 8.50
83 fn 7.50
84 fn 7.50
85 fn 7.50
*small piece out of cover*
86 fn 9.00
88 vfn- 11.50
89 fn 5.50
*small piece out of cover*
90 vg+ 6.50
91 vfn 12.50
93 fn 10.00
*Silver Surfer, slight cover water damage*
96 fn 7.50
100 vfn- 16.00

**Thor the Mighty**
106 vg 10.50
115 vg *(10d stamp)* 12.00
116 fn- *(¢; 10d stamp)* 12.50
117 vg+ *(¢; 10d stamp)* 10.50
117 vg- 3.50
*¢; 10d stamp; 1" piece torn out of backcover and final page*
120 fn- 12.50
*2 book stamps; small 4p in biro*
122 fn 14.00
123 fn- 12.50
124 vfn- 27 50
130 fn *(2 x 6d biro)* 9.00
131 fn- *(6d felt tip)* 8.00
132 vg 3.50
133 fn- *(¢ copy; scarce)* 10.00
134 fn- 10.00
*¢; 8d and 6d in biro*
138 vfn+ 21.00
140 vfn- 17.00
141 fn- 5.50
*2 light shop stamps*
146 fn- *(biro 6)* 5.50
147 fn- 5.50
*faint 1/- stamp; 1/2" nick at top*
148 fn- *(¢ copy)* 5.50
149 fn- *(¢ copy)* 5.50
153 fn- 5.50
*¢; small 1/- stamp*
154 fn- *(¢ copy)* 5.50
160 vg+ *(¢ copy)* 4.00
*sm label removed surface mark; 1/- stamp*
161 fn- *(¢; 1/- stamp)* 4.50
166 vfn- 16.00
168 vg+ 4.25
*¢ copy; 1/- UK stamp*
169 vfn- 12.50
*¢; 1/4" corner gone*
171 fn- *(¢; 1/- stamp)* 4.50
172 vfn+ 9.75
173 vfn- 8.25
174 fn- 4.00
*off 1 staple, light sub crease*
176 fn- *(¢; 1/- stamp)* 4.50

**Thor Annual**
1 fn 35.00
*¢; 1/6 stamp; slight spine crease; small circle where label removed*

**Two-Gun Kid**
65 g 1.00
68 vg- 2.75
69, 74 vg+ 3.25
75 vfn *(Kirby art)* 4.00

**Weird Wonder Tales**
7,9,10 vfn+ 5.00

**Wyatt Earp**
17 vg 8.00

**X-Men The Uncanny**
10 vg+ *(1st Ka-Zar)* 35.00
104 nm- 14.50
111 vfn- 10.00
114 nm 7.50
118 nm 7.50
119 nm 7.50
123 nm 7.50
132 nm 6.50
136 nm 6.00
138 nm 6.00
139 nm 7.50
*new Wolverine costume*
143 nm 5.50

**X-Men: Phoenix the Untold Story**
1 nm 8.50

**X-Men Special Edition**
1 nm 9.50

**X-Men + Teen Titans** (1st edition)
1 nm 7.50

## DC NATIONAL COMICS

**Action Comics**
121 vg 50.00
130 vg *(taped spine)* 40.00
145 vg 50.00
148 vg- 47.00
159 fn 70.00
170 vg- 35.00
172 vg- 35.00
174 vg- 35.00
178 fn 60.00
179 fn- 57.00
180 vg- 35.00
181 vg- 35.00
184 vg *(taped spine)* 32.00
189 vg 20.00
*tape across cove tear*
195 vg- 32.00
203 vg 30.00
208 vg- 32.00
212 fn 40.00
213 vg 30.00
216 vg- 25.00
217 vg 30.00
219 vg 30.00
221 vg 22.00
225 vg+ *(taped back cover)* 36.00
226 fn+ 36.00
227 vg- 25.00
229 fn- 31.00
230 vg- 25.00
231 vg 28.00
232 fn- 38.00
*1st Curt Swan cover artwork*
234 vg+ 31.00
235 vg- 25.00
238 fn- 32.00
239 vg 28.00
240 vfn 58.00
242 fn+ 247.50
*first appearance & origin of Brainiac*
243 fn- 27.00
246 vg+ 22.00
247 vfn- 45.00
248 vg 18.00
*1st Jungle Jim-Congorilla*
249 fn 37.50
250 vg 18.00
251 vg 20.00
*last Tommy Tomorrow*
256 fn- 18.00
258 vg- 12.00
259 vg 14.00
262 vg *(taped spine)* 8.00
264 vg- 13.50
266 fn 22.50
267 vg 55.00
*3rd appearance of Legion of Super-Heroes*
268 vg- 12.50
269 vg 14.00
270 vg- 12.50
271 vg- 11.25
272 fn- 12.00
274 vg- *(taped spine)* 10.00
276 fg 8.50
*1st Brainiac 5 6th Legion. taped spine*
277 vg+ 10.00
278 vg+ 10.00
279 vg- 11.25
280 vg- 6.50
282 fn 15.00
285 vg+ 11.00
*Supergirl's ID revealed, 12th Legion story*
292 vg 4.25
293 vfn 22.50
*origin of Super Horse*
295 vg 4.00
296 vg 4.00
297 fn 6.00
298 vfn 9.00
299 fn- 5.00
300 vg 4.50
304 vg+ 5.50
308 vfn- 5.00
485 vfn- 1.00
*Kryptonite Nevermore*
565 nm *(Ambush Bug)* 1.25
643 nm 0.75
*#1 cover homage*

**Adventure Comics**
114 fg- 22.00
127 vg+ 62.00
*Vigilante by Joe Kubert.*
*Tommy Tomorrow strip begins*
131 vg+ 50.00
132 fn+ 80.00
135 vfn- 90.00
152 vg- 35.00
156 fn+ 55.00
158 vfn- 82.00
160 fn 60.00
162 fn+ *(marked cover)* 55.00
166 vfn 83.00
171 fn 52.00
176 fn+ 48.00
177 vg- 30.00
181 vfn- 75.00
182 vg- 26.00
185 vg- *(marked cover)* 23.00
187 vg- 30.00
188 fn *(browning)* 37.00
189 vg- 25.00
191 vg 28.00
192 vg 28.00
193 fn- 39.00
194 vfn- 67.00
195 fn 42.00
*Lana's romance with Marsboy*
199 vg- *(taped spine )* 25.00
208 vg- 20.00
*corner nibbled*
246 fn+ 42.00
247 vg- 342 00
247 nm 1 00
*reprint 1st Legion*
252 fn- 25.00
*Jack Kirby on Green Arrow art*
253 vg- 22.50
*Superboy meets Robin. Kirby Green Arrow*
254 fn 28.00
*Jack Kirby on Green Arrow art*
255 vfn 34.00
*Kirby Green Arrow. faded, signature on cvr*
257 vg- 14.00
258 vg- 15.25
*Superboy meets G/Arrow*
260 vg 60.00
*1st Silver Age origin of Aquaman*
261 fn+ 22.00
263 fn- 16.00
264 fn 20.00
271 vg- 22.50
295 fn 11.25
297 vg+ 8.25

**All American Men of War**
36 vg- 15.00
108, 110, 111 fr 1.00
112 vg+ 4.00
113 fr 1.00

**Aquaman**
2 fn+ 45.00
*slight cover restoration*
3 vg+ 22.00
4 fn 14.50
*slight spine roll*
5 fn- 24.00
6 fn 18.75
7 fn 18.75
8 fn+ 18.50
9 fn- 16.50
*Sea Devils crossover*
10 vg 12.50
13 vg- 6.75
16 fn+ 12.50
17 fn 11.25
18 fn+ 12.50
19 vg+ 8.25
20 vfn 16.75
21 vg- 6.25
22 fn+ 11.75
23 fn+ 11.75
27 vfn- 12.50
28 vg 7.00
30 vfn 16.00
31 vfn 12.00
32 vfn- 10.75
33 fn+ 13.25
*1st Aquagirl*
34 vfn- 10.75
35 vfn 14.00
37 fn 5.00
38 fn+ 4.00
*slight cover writing*
39 vfn- 12.00
*last Nick Cardy artwork*
41 g 1.00
42 fn- 4.50
43 fn- 4.50
44 vg+ 3.75
45 fn+ 5.50
46 vg+ 3.75
47 fn- 4.50
48 fn 5.00
49 fn 5.00
53 vg+ 1.50
54 vfn- 3.50
56 fn- 2.00
59 fn+ 3.50

**The Atom**
2 vg- 45.00
3 fn- 40.00
4 g+ 5.50
5 g+ 5.50
6 vg- 6.00
7 vg- 31.50
*1st Atom -Hawkman team*
8 vg- 14.00
*book stamp mark on cover*
9 vg+ 16.50
10 vg 15.00
11 vg- 9.00
12 vg- 8.00
*book stamp*
13 fn 15 00
14 fn- 13.50
15 fn- 13.50
16 fn- 10.00
17 vg+ 7.25
*light book stamp*
19 vg 7.00
*light book stamp*
20 fn 11.25
21 fn 10.50
22 fg 2.50
23 fn+ 11 50
24 fn- 9.50
25 vg- 6.75
26 fg 1.50
*black stamp, writing*
28 vg- 5.50
29 vg- 14.50
*1st Golden Age Atom appearance*
30 vfn 12 00
31 vg- 4.50
32 g+ 2.25
33 vfn- 7.25
34 vfn 8.00
35 vg- 3.50
36 fn+ 11.50
*Golden Age Atom*
37-38vg- 3.50

**The Atom & Hawkman**
40 vfn 8.00
43 vfn- 7.25
45 vg- 3.25

**Bat Lash**
3 vfn 3.25

**Batman**
17 fn- 338.00
*small cover nicks patched*
33 fn+ 250.00
*shop stamp*
41 fn- 160.00
*3 horizontal cover creases*
46 fn- 140.00
47 vg- 280.00
*rolled spine, off 1 staple; good flexible pages; classic cover; origin expanded*
52 vg+ 142.00
*Joker cover & story, small cover tear*
56 fn+ 165.00
66 vg 86.00
*Joker cover, Batman & Robin*
67 vg+ 75.00
70 vg 70.00
*taped spine*
77 fn- 95.00
78 vg+ 93.00
*Manhunter from Mars prototype*
83 vg- 60.00
*loose covers*
104 vg- 35.00
*taped spine*
106 vfn- 110.00
112 vg+ 35.00
*taped spine*
118 vg- 28.00
*some cove restoration*
120 vg- 31.50
126 fn+ 49.50
128 vg+ 30.00
129 vg- 24.00
132 fn- 25.75
133 vg 20.00
135 fn+ 30.00
*small piece front cover gone*
136 fn 41.25
148 vg- 20.00
149 fn+ 25.00
156 fn *(warped)* 11.00
221 vg 2.00
*classic Neal Adams cover*
406 nm 5 00
*Batman Year 1, Frank Miller*
407 nm 3 50
*Batman Year 1; Frank Miller*

**Batman Annuals**
1 vg+ 88.00
2 vg *(taped spine)* 31.50
7 fn 15.00

**Beware The Creeper**
1 vfn 28.00

**Blackhawk**
12 vg+ 95 00
*1946.rolled spine. white page*
14 vg+ 65.00
*Bill Ward artwork*
15 vg- 55.00
17 fn- 75.00
29 vg+ 50.00
49 vg 35.00
*1x1/2" spine tear*
156 vfn- 15.00
162 vg 1.25
*...but no back cover!!*
201 vg 1.75
205 vg 1 75

**Blue Beetle**
1 nm 1 25

**Brave and the Bold**
1 vg- 330.00
*First Viking Prince by Joe Kubert*
2 vg- 150.00
3 g+ 44.00
4 g+ *(taped spine)* 44.50
5 fn+ 143.00
6 vg- *(taped spine)* 50.00
7 vg 65.00
8-9 fn 95.00
10 fn- *(taped spine)* 90.00
11 fn 75.00
12 fn+ 82.50
13 fn *(biro)* 67.50
14 vg 50.00
15 vg+ 55.00
16 fn- 67.50
17 fg *(taped spine)* 25.00
18 fn+ 82.50
19 vg 50.00
20 fn- 67.50
21 fn+ 82.50
22 vfn- 125.00
23 fn 100.00
24 g+ 27.25
*last Viking Prince*
25 fn+ 90.00
*1st Suicide Squad*
26 vg+ 55.00
*2nd Suicide Squad*
27 g+ 25.00
*3rd Suicide Squad*
28 poor to fair 100.00
*1st Justice League; repaired*
29 vg 250.00
*2nd Justice league of America taped spine*
30 g+ 155.00
*3rd Justice League of America*
31 vfn 130.00
*1st Cave Carson*
32 vg 30.00
*2nd Cave Carson*
33 fn 41.00
*3rd Cave Carson*
34 vfn+ 780.00
*1st Silver Age Hawkman (Joe Kubert)*
35 fn 120.00
*Hawkman by Kubert*
36 vg- 60.00
*Hawkman by Kubert*
37 vg- 39.00
*Suicide Squad*
38 apparent fn 35.00
*Suicide Squad, cover restored, book stamp*
39 vg 30.00
*Suicide Squad*
40 g+ 11.00
*Cave Carson*
41 vg 20 00
*Cave Carson*
42 vfn- 100 00
*Hawkman by Kubert*
44 vfn- 100.00
*Hawkman by Kubert*
46 fn+ 13 25
*2nd Strange Sports*
47 fn 12.00
*3rd Strange Sports*
48 vfn 18.00
*4th Strange Sports*
49 fn 12.00
*5th Strange Sports*
50 vg 20.00
*1st team up; Green Arrow & J'onn J'onzz*
52 vg+ 16 50
*Sgt Rock;3 Battle Aces; Kubert & Heath*
53 vfn 22.50
*Atom & Flash by Alex Toth*
54 vfn 82 00
*1st Teen Titans tryout*
55 fn 7.50
*Metal Men & The Atom*
56 fn- 6.75
*The Flash & J onn J onzz*
57 fn+ 33.00
*1st Metamorpho*
58 fn 15.00
*2nd Metamorpho*
60 apparent fn 17.50
*Teen Titans; cover restoration*
61 fn- 13.50
*Starman/Black Canary*
62 vg- 9.00
*Starman/Black Canary*
63 vg+ 3.75
*Supergirl & Wonder Woman*
82 vfn- 9 00
*Batman & Aquaman by Neal Adams*
86 vg- 4.50
*Batman-Deadman by Neal Adams*
96 vfn 4 00
*Batman & Rock by Jim Aparo*

**Captain Action**
1 vfn- 30.00
2-5 fn 8.00

### Challengers of the Unknown
1 vg+ 275.00
*Jack Kirby art; almost an FN-, marred by cover creasing and scuffs*
3 g+ *(Kirby art)* 50.00
6 vg 65.00
*Kirby & Wood Art. Slight colour restoration*
9 fn+ 66.00
10 vg 40.00
11 vg 27.00
*shop stamp*
12 vg 30.00
13 vg+ 33.00
14 vg- 27.00
*origin of Multi Man*
15 fn- 40.00
16 vg 30.00
17 fn- 33.75
18 vg 25.00
*1st Cosmo, Challengers pet*
19 fn 33.75
20 fn- 33.75
21 fn 30.00
22 vfn 40.00
23 fn 18.75
24 vfn 40.00
25 fn+ 20.50
26 vg- 8.00
*small piece cover gone*
27 vg+ 13.75
28 vg 10.00
*taped cover tear*
29 vg 12.50
30 g+ 6.75
31 fn- 19.00
*origin retold*
32 vg 7.00
33 vfn 15.50
34 vg 7.00
35 vg- 6.25
36 vfn+ 17.00
37 fn- *(marked cover)* 8.50
38 vfn 15.00
39 fn+ 7.00
40 vfn 15.50
41 vfn 5.50
42 vfn 5.50
43 vg 2.50
45 fn+ 4.00
46 vfn 5.50
47 vfn+ 6.00
49 fn- *(marked cover)* 3.50
50 vg+ 3.00
52 vg+ 2.75
53 fn- 3.00
*small piece corner gone*
54 fn+ 4.25
55 vfn 5.25
*Death of Red Ryan*
56 vg- 2.25
57 vg+ 2.75
59 vfn- 4.75
60 fn- 3.50
*Red Ryan returns*
61 vg- 1.25
62 vfn 3.00
63 vfn- 2.75
66 vfn 3.00
67 fn- 2.00
70 nm- 3.50
71 fn 1.25
73 nm- 2.00
74 fn+ 4.00
*¢ copy, Neal Adams' Deadman*
80 vg 0.50
*Showcase reprint, shop stamp*

### Challengers of the Unknown
S25 vg 2.00
*Super DC Giant. Kirby & Wood reprints*

### Challengers of the Unknown
Volume 2 #1-8 nm 1.00

### Christmas With The Superheroes
2 nm- 1.75
*Enemy Ace, Deadman*

### Crisis on Infinite Earths
5 nm- 4.00
8 nm- 5.50
*Death of The Flash*

### Crisis on Infinite Earths Index
1 nm- 1.50

### Detective Comics
202 fn- 85.00
210 fn- 85.00
213 vg+ 165.00
215 fn- 85.00
*subscription-like crease*
217 fn- 90.00
219 fn- 90.00
222 vg- 61.50
223 fn 100.00
225 nm- 0.75
*Silver Age Classic*
226 fn- 240.00
*cover faded 2nd Martian Manhunter strip*
227 vg+ 92.00
228 fn- 102.00
*tape on lower staple*
233 fn- 242.00
*1st Bat-Woman*
234 vg 54.00
*cover slightly faded*
237 fn- 81.00
238 vg- 54.00
241 vg+ 55.00
242 vg- 45.00
243 fn- 68.00
247 fn- 68.00
248 fn- 52.25
*¢ copy. Subscription-like crease*
249 fn 75.00
251 fn- 57.00
*rolled spine*
253 fn 63.00
*taped spine*
255 fn- 63.00
256 vg- 42.00
257 fn 70.00
261 vg- 31.50
262 g+ 19.75
265 fn- 77.00
*Batman origin with new facts*
270 vfn- 81.00
271 vg 35.00
*Martian Manhunter origin retold*
272 vg 27.00
273 fn+ 36.00
*slight cover retouching*
274 fn- 33.00
276 fn+ 43.50
*2nd appearance Bat Mite*
277 vfn- 54.00
278 fn- 30.00
*2" spine split*
279 fn 36.00
280 vg+ 29.50
281 fn 27.00
*slight subscription crease*
282 vg- 18.50
283 fn+ 33.50
287 vg 20.00
*Martian Manhunter origin retold*
288 fn+ 33.00
290 fn+ 33.00
291 vg 20.00
292 vg 20.00
293 vg+ 16.50
296 fn- 21.00
*small signature on cover*
297 vg- 13.50
298 vg- 28.00
*1st appearance Clayface II*
300 vg 15.00
*cover restoration*
303 vfn- 19.50
305 vg- 7.00
*marked cover*
306 fn- 10.75
307 fn 12.50
308 vfn 21.00
309 vg- 7.25
310 vg 8.00
*marked cover*
329 vg+ 7.00
*marked cover*
439 vfn 6.00
443 fn+ 5.00
*Death of Manhunter*
470 fn 2.10
*Englehart/Simonson*
598 nm 5.00
599 nm 2.50
600 nm 3.00

### Doom Patrol
*(ex My Greatest Adventure)*
86 fn+ 20.00
124 vg+ 1.50

### The Flash
105 fn *(first issue)* 900.00
106 fg 45.00
114 vg- 40.00
117 vg *(taped spine)* 20.00
121 vg 14.00
122 fn 21.00
136 fn 20.00
137 vfn- 88.00
*1st Silver Age Justice Society cameo only*
138 vfn 34.00
140 vg+ 14.00
141 fn- 13.50
142 fn+ 16.50
144 vfn 25.00
147 vfn- 22.00
148 vfn- 22.00
150 fn- 13.50
152 vfn 14.00
153 fn+ 11.00
154 vfn- 14.00
155 fn- 8.00
157 fn 9.50
158 fn- 8.00
160 vfn- 32.50
*80pg Giant #21;incl Johnny Quick reprint*
160 fn+ 18.50
164 fn+ 9.00
167 vg+ 7.75
168 fn- 10.75
169 vg 10.00
*80pg Giant #34*
170 fn- 9.50
171 vg 6.00
173 vg- 5.50
174 vg 6.00
*final Infantino issue*
300 vfn+ 3.00

### Flash Annual
1 fn- 62.50

### Flash Spectacular
1978fn+ 2.50
*DC Special Series 2/11*

### Flash in DC Superstars
5 nm 1.25

### Flash 100 Page Super Spectacular
22 vfn 3.00

### Green Lantern
10 fr 10.00
30 vg- 13.50
31 vg- 13.50
32 fn+ 22.00
35 vfn- 30.00
37 vg 13.00
38 vfn+ 32.50
40 fn++ 95.00
*origin Guardians, Crisis, 1st G/Age GL app*
40 vg+ 45.00
44 vg 10.00
46 vg 10.00
79 fn+ 8.00
*Neal Adams art*
83 vg- 3.50
*Neal Adams art, book stamp*

### Hawk and the Dove
2 fn+ *(shop stamp)* 4.00

### Hawkman
3 fn- *(shop stamp)* 11.00
4 g+ 6.00
5 vg 8.00
*shop stamp*
11 vg 6.00
15 vg 6.00
19 fn- 7.25
*spine colour retouch*
21 vfn 7.00
*but off staples/light subscription crease*

### House of Mystery
48 fn- *(1956)* 25.00
61 vfn- 41.00
*¢ copy. Jack Kirby art*
71 fn- 18.75
73 vg- 7.00
75 vg+ 7.75
77 vfn 27.00
79 vfn- 12.25
*Kirby cover art*
81 vfn- 12.25
82 vg- 5.50
83 vg- 5.50
84 fn- *(¢ copy)* 22.75
87 fn 7.50
*water wrinkled*
88 fn- 8.00
89 fn 8.00
*subscription crease*
90 vg 6.00
91 fn 9.00
92 fn+ 8.25
93 fn+ 8.25
94 vg+ 7.70
95 fn+ 8.25
96 fn+ 11.50
97 vg 5.00
99 vg+ 5.50
100 vg 7.00
101 fn- 5.50
102 vfn 9.00
103 vg *(shop stamp)* 3.50
104 vg+ 5.00
*loose at one staple*
105 vg 4.00
106 vg 4.00
107 fn 6.00
108 vg+ 4.50
109 fn 6.00
110 vg 4.00
112 fn- 5.50
113 fn- 5.50
114 vfn- *(marked cover)* 7.25
115 vg+ 4.50
116 fn- 5.00
117 vg 3.00
118 vg- 3.00
122 vfn 10.00
*loose top staple*
123 vg- 2.50
124 vg- 3.50
126 fn+ 6.00
127 vg- 3.50
130 vg+ 4.50
132 fn- 5.50
133 fn- 5.50
134 vg+ 3.25
135 vg+ 3.25
136 vg- 2.00
137 vg- 2.00
138 fn+ 6.00
139 vfn- 8.00
141 vg+ 3.00
*1" spine tear*
142 vg- 2.50
146 fn+ 20.00
193 vfn+ 8.00

### House of Secrets
1 vg- 50.00
*slight cover colour restoration*
2 g+ 38.50
4 fn+ 17.00
*small cover burn, browning @50%*
8 vg+ 13.50
*Jack Kirby artwork*
9 fn 30.00
11 vg 20.00
*Jack Kirby cover art*
13 vg- 9.00
14 fn+ 24.75
15 fn- 21.50
16 fn- 19.00
17 vg 12.50
18 fn 12.00
21 vfn- 22.50
22 fn+ 12.50
*1" tape repair to back cover*
23 vg 9.00
*small piece out back/cover, slight browning; 1st Mark Merlin*
24 fn- 10.00
*2nd Mark Merlin*
26 vg+ 11.00
27 vg 10.00
28 fn- 13.50
29 vg 8.00
31 vfn- 16.25
32 vg+ 6.50
33 fn 8.00
34 fn+ 9.25
35 vg- 7.00
36 fn- 10.75
37 fn- 10.75
38 vg 5.50
92 nm 300.00
*1st Swamp Thing*

### Jonah Hex Spectacular
16 m 4.00
*1978 DC Special Series. Volume 2*

### Justice League of America
1 apparent fn 300.00
*mail order coupon cut out, back cover*
3 vg 110.00
*slight nibbling to edge*
5 fn- 80.00
6 fn- 56.50
7 vg 40.00
10 vg- 38.00
11 fn+ 50.00
12 fn+ 50.00
13 vfn+ 75.00
14 fn+ 50.00
*Atom joins JLA*
19 apparent fn- 30.00
*slight cover retouching*
20 fn 37.50
21 vfn- 100.00
*1st JSA revival/crossover part 1*
22 g+ 12.00
*JSA crossover part 2*
23 fn- 17.75
24 vg- 11.25
25 fn 18.75
26 vg+ 13.75
27 fn- 15.50
28 g+ 7.00
29 fn- 20.00
*2nd JLA/JSA team-up, part 1*
30 fn 18.00
*2nd JLA/JSA team-up, part 2*
31 fn 12.50
32 vg+ 8.25
34 vfn 16.00
35 vfn- 15.25

### Kamandi *(Volume 1; Jack Kirby)*
15 nm- 3.50

### Kingdom Come
1 nm 8.00
2 nm 7.50
3-4 nm 6.00

### Manhunter
1 nm 3.00

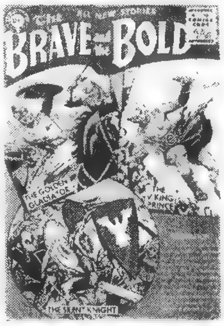
### Man of Steel *(John Byrne mini series)*
1-6 nm 2.50

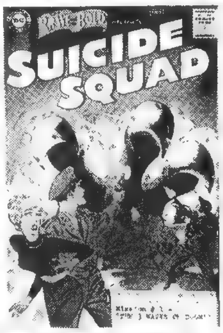
### Men of War
1 fn+ 2.25
*¢ copy spine roll signature on cover*
4 nm 3.25
8 vfn- *(¢ copy)* 3.00
9 vfn *(¢ copy)* 5.00
*44 pages, scarce in UK; Chaykin Enemy Ace*
12 nm 3.25
13 vfn- 2.50
14 nm 2.50
19 nm *(¢ copy)* 2.50
20 vfn *(¢ copy)* 2.50

### Metal Men
2 fn- 31.00
2 fn+ 27.50
3 fn+ 28.00
4 vg *(warped paper)* 15.00
4 fn 17.50
5 fn- 23.00
6 vg+ 11.00
7 vg- 10.00
8 fn+ 16.50
9 fn 15.00
10 fn- 13.50
11 vfn- 13.50
12 fn 10.50
14 fn 10.50
15 g+ 3.50
16 fn 10.50
18 g- 3.00
19 fn+ 11.50
20 vg 7.00
23 vg- 5.50
24 fn- 8.00
27 fn *(origin retold)* 12.00
28 fn+ 10.00
29 fn- 8.00
33 vg+ 4.50
38 vg- 3.50
39 fn- 5.50
40 fn 6.00
41 fn+ 6.50
42 vfn 2.50
*light shop stamp*
45 fn 2.50
*Simonson art begins*
50 nm- 2.25
51 nm 2.50
52 vfn+ 2.25
53 nm- 2.25
54 nm- 2.75
*Green Lantern appearance*
55 vfn+ 2.75
*Green Lantern appearance*
56 nm- 2.25

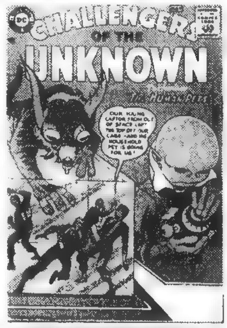
### Modern Comics
74 g+ *(1948)* 17.00
*Blackhawk,1 staple, cover detached small cover pieces missing*

### My Greatest Adventure
1 fn- 200.00
*slight browning, biro numbers on cover*
3 fn- 81.00
4 vg+ 66.00
5 vg- 39.00
*¢ copy, spine roll, small signature on cover*
6 vfn+ 155.00
*signature on 1st page, 1st SF issue*
7 fn+ 82.00
*tape repair on inside front cover*
8 fn 68.00
*very slight colour retouch*
10 fn- 68.00
11 vg+ 46.50
12 fn 62.50
13 vg- 38.00
14 fn 62.50
15 vg 38.00
*corner cover crease slight spine wear*
16 fn 75.00
*Jack Kirby art*
18 fn- 68.00
*Jack Kirby cover & interior art*
19 fn- 54.00
20 vfn 100.00
*2" tear in back cover*
22 fn- 45.00
23 vg+ 37.50
24 fn+ 55.00
26 fn- 36.00
27 vfn 66.00
28 vg+ 42.00
*Jack Kirby art*
29 fn- 36.00
30 fn- 36.00
31 fn+ 35.00
32 vfn- 49.00
33 fn+ 35.00
34 vg+ 23.50
35 vg- 19.00
*loose centrefold*
36 vg 19.50
37 fn- 29.50
38 fn 32.00
39 vg- 19.50
41 fn 18.00
*small piece out b/cover*
42 vg 14.00
43 vg- 12.50
44 fn+ 23.50
45 fn+ 23.50





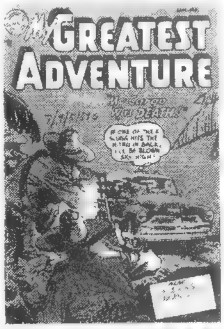
BRAVE and the BOLD
JUSTICE LEAGUE of AMERICA
STARRO THE CONQUEROR!

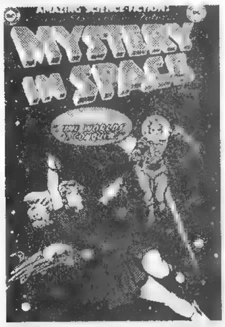


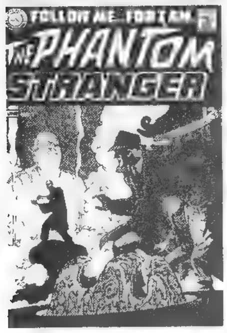
HOUSE of SECRETS
The HAND of DOOM!

DC
HOUSE OF SECRETS

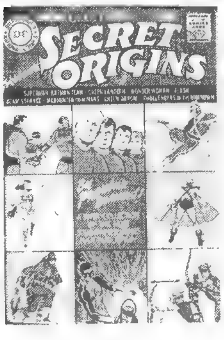
JUSTICE LEAGUE of AMERICA
"WORLD OF NO RETURN!"







Rip Hunter... TIME MASTER
"The 1,000-YEAR-OLD CURSE!"



46 vg+ 15.50
47 fn- 19.00
48 vfn+ 38 75
49 fn- 19.50
50 vfn 35.50
51 vfn- 29.00
52 g- 5 50
54 fn+ 21.00
55 fn 19.00
56 vg- 11.25
57 fn- 15.50
*spine roll*
58 vg+ 13.75
*Alex Toth art*
59 fn 19.00
60 fn 19.00
*Alex Toth art*
61 fn+ 21.50
*Alex Toth art*
62 fn+ 12.50
63 fn- 10 00
64 vg+ 6.50
65 fn- 10.00
66 fn 11.00
67 vfn- 15.00
*1/2 corner gone*
68 vg 5.00
*water rippled, stained*
69 vg+ 7.50
*marked cover*
70 fn 11.50
71 fn- 8.50
72 vg 6 00
73 fn+ 11 00
74 vfn- 14.50
75 vg+ 6 00
*shop stamp*
76 vg 5.00
*2" cove spine tear*
78 fn 9.50
86 fn+ 27.50
*Doom Patrol*

### Mystery in Space
1 fn+ 400.00
*small corner out,1 5" spine split*
2 vfn- 260.00
*slight trimmed small tape, small colour retouch on cover*
5 fn 126.00
*small cover corner gone*
6 fn+ 170.00
7 fn- 140.00
*Alex Toth art*
9 vg- 42.50
12 vfn+ 265 00
13 fn- 61.25
14 fn- 32.50
*browning interiors*
15 vg+ 60.00
16 vg 32 50
17 fn- 95.00
21 vg 32 50
22 vg 30.00
23 fn- 39 50
26 fn 85 00
*1st Space Cabby by Kane*
27 fn- 77.00
29 vfn- 109 00
31 fn+ 59 00
32 vg+ 38 50
33 vg+ 30.00
*rolled spine*
34 vg 35.50
35 fn 56 00
36 vg+ 39 00
37 vg+ 32.00
38 vg+ 32.00
39 fn- 50.00
40 vg+ 39 00
41 fn- 47 00
43 vg- 32.00
44 vg+ 38.50
45 vg 35.00
47 vg- 32.00
48 fn 52.00
50 vg 35.00
52 vg- 31 00
53 vg- 160.00
*some cover retouching;1st Adam Strange*
57 vg+ 33.00
58 vg 30.00
60 vg 30 00
61 vg+ 22.00
62 vg 20.00
63 vg 20 00
64 vg- 16 50
65 fn 32.00
66 vg- 16 25
*Star Rovers begin*
67 vg 18 00
68 fn 27 00
69 vfn 59.00
70 vg 18 00
73 fn+ 25.00
74 vfn- 40 00
75 fn+ 49.50
*Justice League crossover*
76 vfn 31 50
77 fn- 19.00
78 fn 21 00
79 fn 21.00
80 fn+ 23.00
82 vg+ 10.00
83 fn 13 50
84 vg- 4.50
*clear taped spine*
85 vfn- 18.00
86 nm 27.00
87 vfn 75.00
*Hawkman series starts*
88 vg+ 22.00
89 fn+ 20.00
*small piece out of spine*
90 fn- 30.00
*slight wrinkling*

### Our Army At War
81 vg 250.00
*1st Sgt Rock(y); Ross Andru artwork*
82 fn- 95.00
84 fn+ 50.00
*slight cover colour retouch.2nd Sgt Rock by Joe Kubert*
85 fn 14.00
*water rippling and part cover colouring lifted*
87 fn- 41.50
88 vg+ 24.00
89 fn 47.00
90 vg- 32.00
91 vg- 49.50
*marked cover. All-Rock Kubert special*
94 vg+ 22.00
96 fn+ 33 00
97 vfn- 45.00
98 vg 27.00
*marked cover*
99 fn+ 33.00
100 fn 25.00
*light cover colour retouch*
101 vfn 35.00
*9d stamp*
102 nm- 27.00
103 nm 30.00
104 fn+ 13.50
*shop stamp*
105 vfn+ 24.75
106 fn- 13.50
107 nm- 27.00
108 vfn+ 24.75
109 vfn+ 24.75
110 nm- 27.00
111 nm 27.00
113 vfn+ 22.00
114 vfn+ 22.00
115 fn 13.50
116 nm 27.00
117 nm- 24.25
118 nm 27.00
119 nm- 24.75
120 nm- 24.75
121 nm 24.00
122 fn 12.00
123 vfn+ 19.75
124 nm- 16.25
125 nm- 16.25
126 vfn+ 14.75
127 vfn- 12.25
128 nm 75.00
*part origin Sgt Rock*
129 nm 18.00
130 vfn+ 14.00
*light sticker mark*
131 nm- 13.50
132 nm 15.00
135 nm 15.00
136 nm- 13.50
137 fn+ 8.25
138 fn 6.00
*water wrinkled*
139 fn+ 8.25
140 vfn- 10.00
142 fn+ 6.50
143 vfn+ 10.00
145 fn 6.00
146 fn- 5.50
149 fn 5.00
150 fn+ 6.50
151 vg 28.00
*1st appearance of Kubert's Enemy Ace*
152 fn+ 5.00
153 fn- 17.50
*2nd Enemy Ace*
154 vfn 6.00
*marked cover*
155 vg+ 5.50
*3rd Enemy Ace*
156 fn 4.50
161 fn+ 8 00
162 fn+ 5.75
*Viking Prince x-over some wrinkling*
163 fn+ 4.50
*Viking Prince x-over slight wrinkling*
165 vg 3.75
167 vfn 7.50
168 nm 10.00

### The Phantom Stranger
1 vfn- 30.00
3 fn- 5.75
14 fn+ 3 50
20 fn+ 2.00
23 fn 5.00
*¢ copy, 1st Kaluta Frankenstein*
24 fn+ 3.75
28 fn+ *(¢ copy)* 3.75

### Preacher
4 nm 7.50
5 nm 7.50
6 nm 5.00
7 nm 5.00
8 nm 5.00
9 nm 5.00
11 nm 4.00
12 nm 4.00
13 nm 4.00
14 nm 4.00
15 nm 4 00
16 nm 4.00
17 nm 4.00
18 nm 4.00
21 nm 2.50
22 nm 2.50
23 nm 2.50
24 nm 2.50

### Rip Hunter, Time Master
1 apparent vfn- 155.00
*marred only by 1/2" bottom spine split*
2 fn- 40.00
*light spine wear and small "C 16" stamp*
3 fn+ 41.25
4 fn 20.00
*1/20th cover replaced*
6 fn+ 33.00
*Alex Toth art*
9 fn- 20.00
10 vg 15.00
13 vg- 5.00
15 vg+ 13.75
16 vg 10.00
18 vfn 28.00
20 vfn 28.00
*Adolph Hitler's Greatest Secret*
21 fn 10.75
*marked cover*
23 fn 12.00
26 fn- 9.50
*marked cover*
27 vfn- 16.25
28 vfn- 16.25

### Ronin *(Frank Miller)*
1-3 nm 3.50
4-6 nm 4.50

### Sea Devils
1 fn+ 125.00
2 fn+ 36.00
3 fn+ 23.50
4 fn+ 20.00
*marked cover*
5 fn+ 24.00
6 vfn- 18 00
8 fn+ 15.50
12 vfn- 12.50
13 vfn- 14.50
*Kubert & Colan artwork*
15, 17vfn 14.00
19 vfn- 12.50
21 vfn 10 00
24 fn+ 7 00
27 vfn- 9 00
28 vfn- 9.00
29 vfn 10 00
30 vg+ 8.00
31 vfn- 9.00

### Secret Origins Annual
1 vg+ 85.00
*1961 giant reprint*

### Secret Origins *(1970s series)*
1 vfn 5.00
*Superman, Batman, S/A Flash*
3 vfn 3.00
*Wonder Woman & Wildcat*
4 fn+ 3.00
*Vigilante & Kid Eternity*

### Secret Origins *(1980s series)*
1 nm- 2.00
*Golden Age Superman*
2 nm- 1.25
*Blue Beetle*
3 nm 1.25
*Captain Marvel*
6 vfn- 5.50
*Legion & Blackhawk*
7 fn+ 4.50
*Batman/Aquaman. Detective 38/More Fun 73*
17 nm 1.00
*Adam Strange*

### Showcase
1 fn 450.00
*Firefighters*
4 apparent vfn 4,275.00
*1st Silver Age Flash, slight – professionally done – cover restoration. Only noticeable when held to a strong light*
8 vg 1,000.00
*2nd Flash tryout*
9 vg 595 00
*1st Lois Lane*
11 g+ 110.00
*3rd Challengers of Unknown*
13 fn+ 735.00
*3rd Flash*
14 vg 500.00
*4th Flash*
17 vg- 180.00
*1st Adam Strange, slight cover restoration*
18 g+ 55.00
*2nd Adam Strange, small piece cover missing, taped spine*
19 g+ 70.00
*3rd Adam Strange, taped spine*
21 vg+ 50.00
*2nd Rip Hunter, small piece cover replaced*
22 fn- 810.00
*1st Green Lantern*
23 vg+ 220.00
*2nd Green Lantern*
24 vg 200.00
*3rd Green Lantern*
25 g+ 22.00
*3rd Rip Hunter*
26 fn- 54.00
*4th Rip Hunter*
27 vg 100.00
*1st Sea Devils*
28 fn 85.00
*small part cover surface damaged, 2nd Sea Devils*
29 fn+ 99.00
*3rd Sea Devils*
32 vg+ 39.50
*Aquaman*
34 vg 200.00
*1st Silver Age Atom*
35 vg- 115.00
*2nd Silver Age Atom*
36 vg- 90.00
*3rd Silver Age Atom*
38 vfn 170.00
*2nd Metal Men*
40 vg 55.00
*4th Metal Men*
41 vg- 18.00
*Tommy Tomorrow*
42 vg+ 20.00
*slight wrinkling*
44 g- 4.00
*Tommy Tomorrow*
45 vg+ 33.00
*Sgt Rock; origin retold*
46 vg 12 50
*Tommy Tomorrow*
47 fn 18.75
*Tommy Tomorrow*
48 fn- 9.50
*Cave Carson*
48 fn 11.50
*Cave Carson*
49 vg 7 00
*Cave Carson*
49 fn+ 13.00
*Cave Carson*
50 nm- 21 50
*I-Spy, Infantino Danger Trail reprint*
51 fn 10.50
*I-Spy, Infantino Danger Trail reprint*
52 vg+ 6.50
*Cave Carson*
52 fn+ 10.00
*Cave Carson*
55 vg+ 27.50
*Doctor Fate and Hourman*
56 vg- 9.00
*Doctor Fate and Hourman*
57 vg 22.50
*1st solo Enemy Ace*
58 vg 16.00
*2nd solo Enemy Ace*
60 vg 26.50
*1st Silver Age Spectre*
61 fn+ 27.50
*2nd Silver Age Spectre*
62 vg+ 11.00
*1st Inferior Five*
63 fn+ 10.00
*Inferior Five; Hulk spoof*
66 vg- 2.25
*1st B'wana Beast*
67 vfn- 5.00
*2nd B'wana Beast*
73 fn 24 00
*1st Creeper (Ditko)*
74 fn- 13 50
*1st Anthro*
80 vg 3.00
*1st Phantom Stranger*
82 fn- 12.00
*Nightmaster; Grandenetti/shop stamp*
83 vfn- 16.25
*Nightmaster; Wrightson*
84 fn+ 15 00
*Nightmaster; Wrightson*
85 vfn 6 00
*1st Firehair, Kubert*
86 fn 4 50
*Firehair: Kubert*
88 fn- 2.00
*Jason's Quest*
89 vfn- 2.00
*Jason's Quest/shop stamp*
91 vfn- 2.50
*Manhunter 2070*
94 nm 5.00
*1st New Doom Patrol*
100 fn 2.00
*Giant*
101 nm 2.00
*Hawkman/Adam Strange*
102 nm 2.00
*Hawkman/Adam Strange*
103 nm 2.00
*Hawkman/Adam Strange*

### Starman *(current series)*
0 nm 6.00
1 nm 6.00
3 nm 5.00
5 nm 5 00
6 nm 5.00
7 nm 5.00
8 nm 3.00
9 nm 3.00
10 nm 3 00
11 nm 3.00
12 nm 3.00

### Star Spangled War Stories
18 vg+ 20.00
*slight water damage at bottom of cover*
159 vfn- 3.00
160 vfn- *(giant)* 3.50

### Strange Adventures
6 fn 155.00
8 vg+ 94.00
*1" & 1/2" spine tears*
11 vfn- 190.00
*taped spine*
14 vg+ 40.00
*1" tape repair*
22 fn- 63.00
*1" & 1/2" spine tears*
23 fn- 63.00
34 fn- 70 00
36 vg- 32 00
*1" corner off back cover*
52 fn+ 52.75
55 fn- 31.00
59 vg+ 16.75
61 vg- 14.50
62 fn 45 00
65 vg+ 15.00
*minor spine colour touches*
68 fn- 41.50
72 fn 33.00
*some browning*
74 vg- 10 00
*cover scuffed at spine*
76 fn+ 28 00
77 vg- 15.00
78 vg+ 15 50
79 vg 10 50
*cover crease loose at top staple*
81 vg+ 19 00
82 fn- 23.00
84 vg- 19.00
85 fn+ 28 00
*¢ copy. 1/4 x 1/2" corner of cover clipped*
87 vg 15.00
*1" tear & minor creases*
88 fn+ 28 00
89 fn 25.50
91 fn 25 50
94 fn- 22 75
96 fn- 17.50
99 vg+ 19 00
101 vg+ 11 00
102 fn 19 00
102 fn- 11 50
*1x1/4" corner tear*
103 vg+ 14.00
106 fn- 17.00
107 vg+ 14 00
109 vg+ 9 50
110 fn 19.00
112 fn+ 18 75
*¢ copy; distributed in UK from #110)*
113 vg+ 9 50
114 vg+ 12 50
115 fn- 15.00
116 fn 17 00
117 vg 80 00
*1st appearance & origin Atomic Knights: classic gorilla cover*
119 fn *(¢ copy)* 17.00
120 vg 25.00
*2nd Atomic Knights*
121 fn 10.50
122 fn+ 11.50
124 fn- 9.75
*1st Faceless Creature*
126 vg- 6.50
*4th Atomic Knights/shop stamp*
127 vg+ 7.75
*small cover stains*
129 vg+ 8.50
*Atomic Knights*

132 fn- 7.25
*one staple rusty; Atomic Knights*
133 vg 7.00
134 fn+ 12.50
135 fn 11.00
*Atomic Knights*
139 fn 7.00
143 vg+ 5.00
*small cover tear 1"*
144 vg+ 8.50
*Atomic Knights*
145 fn 7.00
146 fn+ 7.75
147 fn- 7.00
*Atomic Knights*
148 fn+ 13.00
150 fn+ 10.75
*Atomic Knights*
151 fn+ 7.75
152 fn+ 7.75
153 fn+ 11.00
*Atomic Knights*
154 fn+ 7.75
155 fn+ 7.75
156 fn 10.00
*Atomic Knights*
157 fn+ 7.75
158 fn 7.00
159 fn+ 7.75
160 fn+ 11.00
*last Atomic Knights*
162 fn+ 4.50
163 fn+ 4.50
205 fn+ 21.00
*¢ copy, 1st Deadman*
206 vg+ 8.75
207 fn- 9.00
209 fn+ 10.00
210 fn+ 10.00
210 fn+ 10.00
211 fn- 6.75
212 vfn- 15.00
*Adams' Deadman*
213 vfn- 15.00
214 fn- 7.50
214 fn+ 10.00
215 fn+ 10.00
216 fn- 6.75
*¢ copy, small cover tears*
217 vfn+ 3.80
218 vfn+ 3.80

### Superboy
1 vg+ 1,475.00
5 fn 180.00
*few light cover creases; Supergirl tryout*
6 vg 110.00
7 vg 100.00
*surface cover 1" tear*
8 vg 90.00
*1st Superbaby story/staple tape; small piece corner gone*
9 fn+ 170.00
*slight cover marks*
11 vg- 75.00
12 vg+ 90.00
13 vg 75.00
*book crease*
14 vg- 75.00
15 vfn- 210.00
16 fn+ 80.00
*slight foxing*
17 fn+ 90.00
18 fn- 73.00
*tape on cover*
19 vg- 50.00
20 fn+ 90.00
22 vg- 38.00
23 vg+ 46.00
24 fn- 50.00
*small piece cover gone*
25 vg- 33.50
26 vg 36.00
28 fn 62.50
30 fn 62.50
31 vg 31.00
33 fn 47.00
34 fn- 43.00
35 vg 31.00
36 vg- 27.50
37 fn 47.50
39 vg- 27.50
40 vg- 27.50
41 fn- 39.00
43 fn- 39.00
45 fn+ 47.00
48 fn 43.00
50 fn 39.00
*water circle on cover*
51 vg 22.00
53 vg- 20.00
54 vg- 20.00
55 fn- 31.00
*Pa spanking Superboy cover*
58 vg+ 25.00
59 vg- 20.00
60 vg 22.50
65 fn- 27.00
66 vg+ 22.00
67 fn- 27.00
68 vg 70.00
*1st appearance Bizarro + origin*
69 fn- 22.00
71 fn 24.00
72 fn 22.00
*rolled spine*
75 vg+ 17.50
*Pa spanking Superboy cover (again!!)*
76 fn 21.50
*marked cover*
77 vg+ 17.50
78 vg 24.00
*origin Mr Mxyzptlk retold*
79 fn- 20.00
80 fn- 29.00
*Superboy meets Supergirl*
81 vg- 12.00
82 vg 13.00
84 vfn- 31.00
85 vg+ 14.50
87 vfn- 31.00
*3" spine split*
88 vg- 9.50
*some cover retouching*
89 vg- 31.50
*1st appearance Mon-El*
90 fn+ 22.00
91 fn+ 20.00
*light subscription crease*
92 fn+ 12.50
93 vg- 11.25
*11th Legion appearance*
95 vg+ 9.00
96 fn- 11.25
98 fn 15.00
*1st Ultra Boy;19th Legion*
99 fn 11.00
*marked cover*
100 fn- 35.00
101 fn- 8.50
102 vg+ 6.50
103 fn+ 10.50
104 vg+ 6.50
106 vg+ 6.50
107 fn- 8.50
108 vg+ 6.50
109 vg+ 6.50
110 vg 6.00

### Superman
13 vg 260.00
*early Jimmy Olsen appearance*
16 vg+ 235.00
28 g+ 80.00
29 g+ 80.00
31 fn- 180.00
34 fn- 180.00
35 fn- 180.00
36 fn 195.00
*Solo Lois Lane story. Mr. Mxyztplk story, small writing on cvr, very slight cover foxing*
39 fn- 175.00
*small staple tear 1/4" spine tear*
40 fn 195.00
*Mr. Mxyztplk cover & story*
41 fn+ 165.00
*1" spine tear*
42 vg 100.00
43 vg- 90.00
44 vg+ 110.00
45 fn- 135.00
*2nd Lois Lane Superwoman (1st in Action Comics #60)*
54 vg 75.00
*cover retouch & repair*
57 fn+ 137.50
*3rd Lois as Superwoman*
59 fn 125.00
*Mr Mxyztplk story*
65 g+ 50.00
*1st Foes from Krypton/small cover repair wk*
66 vg+ 90.00
*2nd Superbaby story*
68 vg+ 90.00
*1st -?- Luthor cover*
69 vg- 70.00
*3 holes in spine*
70 fn 100.00
*restored small piece out back cover*
72 vg+ 88.00
73 vg+ 88.00
74 fn+ 132.00
77 vfn- 190.00
78 fn- 95.00
*small piece out of cover*
81 vg- *(taped spine)* 56.00
82 vg 70.00
83 vg+ 77.00
85 vg+ 77.00
86 vg- 63.00
87 fn- 95.00
88 fn+ 115.00
89 vg- 63.00
90 vg 63.00
*1" piece out of cover*
91 vg- 40.00
92 fn 87.50
93 fn- 80.00
94 vg 58.00
95 vg 58.00
96 fn- 80.00
97 fn 88.00
98 vg- 53.00
99 vg- 53.00
101 fn+ 82.50
102 vg 50.00
103 g+ 27.50
105 vg+ 55.00
107 g+ 27.50
108 fn+ 82.50
109 vg- 45.00
112 vg+ 41.00
116 fn- 52.00
118 fn+ 62.50
119 vg- 35.00
120 vg+ 38.00
*staple taping*
122 vg- 25.00
124 vg 33.00
125 vg- 30.00
126 vg+ *(brittle)* 30.00
127 vfn- 90.00
*1st Titano & Lori Lemaris*
128 vg- 30.00
129 fn- 50.00
130 vg+ 36.00
133 g+ 13.00
*taped spine*
134 vg 23.00
*2" cover tear*
135 vg- 22.00
*slight cover restoration*
139 vg 27.00
140 fn+ 37.50
145 g+ 10.00
*taped spine*
150 vg 14.00
151 vfn- 35.00
154 vfn- 35.00
157 vg- 11.00
160 fn+ 21.00
163 vg 10.00
164 fn- 13.50
165 fn 15.00
168 vg- 9.00
170 fn 15.00
*John F Kennedy story*
171 vg *(marked cover)* 7.50
173 fn+ 13.75
174 fn 12.50
175 vg- 7.00
176 vg+ 9.00
177 vg 8.00
179 fn+ 13.75
180 fn 12.50
181 vfn- 17.50
182 fn+ 11.50
183 fn+ 14.25
*80pg Giant #18*
184 vfn+ 18.00
*cover sticker mark*
185 nm- 20.00
*cover sticker mark*
186 fn+ 11.25
187 vfn- 7.25
*80 page Giant #23*
190 vg+ 7.50
191 vfn+ 16.00
196 nm- 20.00
317 vfn+ 1.50
*Excellent Neal Adams cover*

### Superman Annuals
1 vg+ 100.00
*slight spine nibbling*
2 fn- 52.50
*small biro writing on cover*
6 vg 23.00
6 p 3.50
*heavy taping on cover*
7 vg+ 21.00
8 vfn- 45.00
9 nm- 3.00

### Superman 80pg Giants
6 vg+ 20.00
11 fn 26.00

### Superman's Girl Friend Lois Lane
2 fn- 135.00
*5" cover spine tear*
3 fn- 108.00
4 vg 50.00
5 vg- 45.00
6 vfn- 64.00
*water stain*
7 vg+ 38.50
8 fn 52.50
10 fn 52.50
17 vfn 39.00
18 vg- 13.50
21 fn+ 18.00
22 fn- 15.00
23 fn+ 15.00
*water stain on cover*
24 vfn- 12.50
*cover spine rip 1"*
27 fn- 13.50
28 fn 10.00
34 fn 9.75
36 fn- 8.75
37 vfn 15.00
38 fn 9.75
40 vg 6.50
41 vg- 4.50
42 vg+ 6.00
43 fn 7.50
44 vg- 4.50
45 fn 7.50
46 fn 7.50
47 fn 9.00
48 vg 5.00
52 vg- 2.50
57 vg 3.00
59 vg- 4.00
*2" cove spine tear*
61 vfn 6.00

### Superman's Girl Friend Lois Lane Annuals
1 fn+ 41.00
2 fn 22.50

### Superman's Girl Friend Lois Lane 80pg Giants
3 fn 30.00
14 vg 16.00

### Superman's Pal Jimmy Olsen
1 vg+ 350.00
2 vg 140.00
3 vg+ 70.00
6 fn 60.00
8 vg- 32.00
*taped spine*
10 fn- 54.00
11 fn 49.00
12 vg+ 20.00
13 fn- 43.00
14 fn- 43.00
15 vg 32.50
16 fn+ 53.00
17 vg 32.50
18 vg+ 36.00
19 fn 44.50
*cover tear*
20 fn- 43.00
21 vfn 40.00
22 fn- 23.50
23 vg+ 19.25
24 vg 15.50
*slight cover restoration*
29 fn 26.25
31 vg- 16.00
*1st Elastic Lad*
32 fn- 23.50
33 fn+ 20.50
34 vg+ 13.75
35 vg- 11.25
37 fn- 16.50
*slight cover restoration*
38 fn 18.75
39 vg 12.50
41 vg- 7.00
*faded cover*
43 vg- 9.00
45 vg- 9.00
46 vg 10.00
47 vg- 9.00
48 vg+ 11.00
*1st Superman Emergency Squad*
49 fn 15.00
50 fn 10.00
53 vg- 4.50
*taped spine*
54 fn- 6.00
*slight cover restoration*
56 fn- 8.00
57 vg+ 6.50
60 vfn 13.50
61 vg 2.50
62 fn 3.50
*Mon-El appearance/taped spine/shop stamp*
65 vg+ 3.50
66 vg+ 3.50
68 vfn- 13.50
69 fn+ 4.00
70 fn- 3.50
71 fn- 2.50
72 vfn- 5.00
73 fn 3.75
74 fn 3.75
75 vg 2.00
76 fn 3.75
78 vg- 1.75
79 vg- 1.75
80 vfn- 3.50
81 vfn+ 4.50
82 vg 1.50
83 vfn 4.00
84 vfn 4.00
85 vfn- 4.00
86 fn- 3.00
89 fn+ 3.00
*John F Kennedy tribute story*
90 vfn 3.20
91 vfn+ 3.50
92 fn 2.40
93 g+ 1.00
94 nm- 3.50
95 g 1.00
*80 page Giant#25*
113 fg 1.00
*80 page Giant#50*
133 fn+ 2.75
*1st Jack Kirby issue*
140 fn+ 2.75
*80 page Giant #86*
142 vfn 2.00
143 vfn 2.00

### Superman's Pal Jimmy Olsen 80pg Giants
2 vg- 21.50

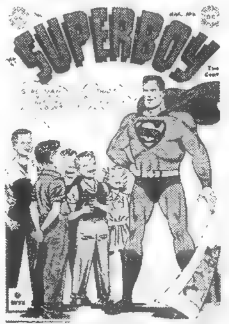
### Tales of the Unexpected
1 fn- 150.00
2 fn+ 98.00
*slight cover browning/minor cover scuff*
4 vg 40.00
5 vg- 35.00
10 fn+ 66.00
16 vg 25.00
*Jack Kirby art*
18 fn- 25.00
*Jack Kirby art*
19 fn 23.50
*slight cover subscription crease*
22 fn- 35.00
*Jack Kirby art*
25 vg+ 27.50
27 fn+ 33.00
28 fn- 27.00
29 vg+ 19.50
31 vg 17.00
32 vg 17.00
33 vfn+ 41.75
35 vg 14.00
39 nm- 46.00
40 fn- 160.00
41 vfn 100.00
*2" tape spine*
43 vg+ 88.00
45 vg- 27.00
46 fg 10.00
49 vg- 20.00
51 fn- 27.00
52 fn- 27.00
53 fn 30.00
54 fn+ 33.00
55 vfn- 41.00
56 fn- 27.00
57 fn+ 33.00
58 vfn+ 49.50
59 vg 20.00
60 vfn- 41.50
61 g+ 4.50
62 fn+ 20.00
*brittle cover corner 1/4"*
63 vg+ 16.50
64 vg- 13.50
65 vfn 33.50
66 fn 22.50
67 vfn- 30.00
68-69nm- 27.00
71 vfn 17.00
72 vg 7.50
73 vfn- 15.25
74 vfn- 15.25
75 vfn- 15.25
76 vg 6.75
*book shop stamp*
77 vfn- 15.25
78 vg 7.50
79 fn+ 12.50
80 vg+ 8.25
82 vg 7.50

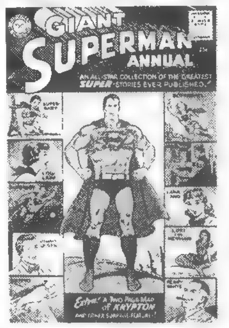
### Tarzan Family
64 vfn 3.75
*¢ copy, giant sized issue*

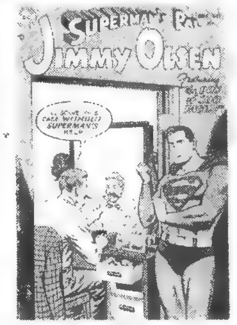
### Teen Titans *(first series)*
3 vfn- 15.00

SHOWCASE
FIRE FIGHTERS
Featuring FIREMAN FARRELL in "FOURTH ALARM!" "SCHOOL FOR SMOKE-EATERS!" "FIRE UNDER THE BIG TOP!"

SHOWCASE
Presenting THE FLASH

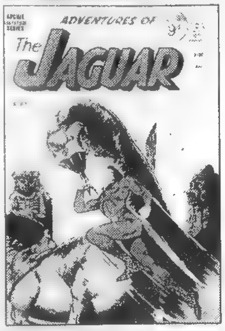


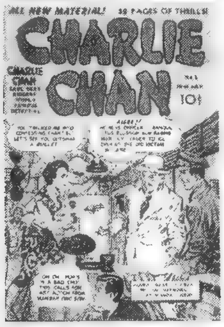

GIANT
SUPERMAN ANNUAL
AN ALL-STAR COLLECTION OF THE GREATEST SUPER-STORIES EVER PUBLISHED!
Extra! A Two-Page Map of KRYPTON



ALL NEW STORIES
TALES OF THE UNEXPECTED

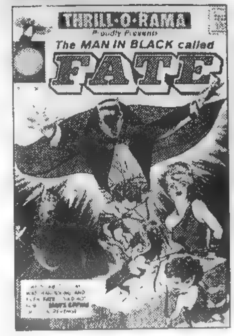
ADVENTURES OF THE FLY
THE FLY BATTLES "SPIDER SPRY"
WIDE ANGLE SCREAM




ALL NEW MATERIAL! 52 PAGES OF THRILLS!
CHARLIE CHAN
10¢

HEROES, INC. PRESENTS
CANNON
DRAGONELLA
MISFITS

MAN in BLACK


THRILL-O-RAMA
The MAN IN BLACK called FATE

**Tomahawk**

| | | | |
|---|---|---|---|
| 68 | vg | 8.50 | *The Frontier Superman* |
| 82 | vfn- | 9.50 | *Dinosaur cover* |
| 93 | fr | 1.00 | *book shop stamp* |

**Tor** *(by Joe Kubert, 1950s reprints)*

| | | |
|---|---|---|
| 1-6 | nm | 0.75 |

**Tor 3D Specials (Eclipse)**

| | | |
|---|---|---|
| 1-2 | nm | 2.00 |

**Unknown Soldier**

| | | |
|---|---|---|
| 260 | nm *(¢ copy)* | 4.00 |
| 261 | fn+ *(¢ copy)* | 1 75 |
| 265 | nm *(¢ copy)* | 5 00 |
| 266 | nm *(¢ copy)* | 5.00 |
| 267 | nm *(¢ copy)* | 5.00 |

**V For Vendetta** *(OK, so it's not Silver Age!)*

| | | | |
|---|---|---|---|
| 1 | nm | 4.00 | |
| 2 | nm | 3.00 | |
| 3 | nm | 3.00 | |
| 4 | nm | 2.50 | |
| 5 | nm | 2.00 | |
| 6 | nm | 1.50 | |
| 7 | nm | 1.75 | *new material begins* |
| 8 | nm | 1 75 | |
| 9 | nm | 1.75 | |
| 10 | nm | 1.75 | |

**Wanted, The World's Most Dangerous Villains**

| | | |
|---|---|---|
| 3 | vfn | 6.50 |

**Wonder Woman**

| | | | |
|---|---|---|---|
| 60 | nm | 2.50 | *Pizza Hut reprint* |
| 64 | vg- | 30.00 | *"3-D" dinosaur cover* |
| 78 | fn | 47.00 | |
| 101 | vfn- | 50 00 | |
| 109 | fn- | 7.50 | *brittle cover corner 1/4"* |
| 110 | g+ | 5.00 | |
| 112 | vfn | 18 00 | |
| 115 | vg- | 6.50 | |
| 116 | fn | 10.50 | |
| 118 | vg- | 6.50 | |
| 120 | vfn- | 14.50 | |
| 123 | vg- | 3.50 | |
| 125 | vg | 4.00 | |
| 127 | vfn | 6.75 | |
| 135, 138 | vfn | 14.50 | |

**World's Finest**

| | | | |
|---|---|---|---|
| 77 | fn- | 52.00 | |
| 78 | vg- | 36.00 | |
| 79 | fr | 16.00 | *taped spine* |
| 81 | fn+ | 50.00 | |
| 82 | vg+ | 29.00 | |
| 83 | vg+ | 29.00 | |
| 85 | fn- | 40 00 | *small shop stamp* |
| 86 | fn | 45.00 | |
| 87 | vg- | 27.00 | |
| 88 | vg- | 27 00 | |
| 90 | fn- | 36 00 | *The Super-Batwoman/1" of tape on cover* |
| 91-92 | vg+ | 22.00 | |
| 94 | vg- | 63 00 | *origin of Superman Batman team* |
| 97 | vg- | 18.00 | *Green Arrow by Kirby* |
| 99 | vg | 20.00 | *Green Arrow by Kirby* |
| 102 | vg- | 16 00 | |
| 104 | vg- | 16 00 | |
| 107 | fn+ | 24.75 | |
| 108 | vg- | 13 50 | |
| 111 | vg- | 10.75 | |
| 115 | vg+ | 13.25 | |
| 116 | fn | 16 00 | *tear across part cover* |
| 118 | fn | 18.00 | |
| 121 | fn- | 13 50 | |
| 124 | vfn- | 12.00 | |
| 127 | vg | 6 00 | |
| 158 | vg | 4 00 | *cover off bottom staple* |
| 176 | vfn | 4 75 | *Neal Adams artwork* |

## US INDIE SILVER AGE TITLES

**Adventures of the Fly** *(Archie)*

| | | | |
|---|---|---|---|
| 1 | vg+ | 60.00 | *Jack Kirby art, almost an fn-* |
| 2 | fn- | 42.50 | *Jack Kirby art* |
| 5 | fn+ | 16.50 | *red ink "9" on code seal* |
| 7 | fn- | 14.50 | *1st Silver Age Black Hood appearance* |
| 9 | fn | 15.50 | |
| 10 | fn | 15.50 | |
| 12 | fn- | 9.00 | |
| 17 | fn+ | 11.00 | |
| 21-22 | fn | 6.50 | |
| 23 | fn+ | 7.00 | |
| 25 | vfn- | 16.00 | |
| 26 | fn | 6.50 | |
| 27 | fn | 6.50 | |

**Adventures of the Jaguar** *(Archie)*

| | | | |
|---|---|---|---|
| 1 | fn- | 27.50 | *origin and first appearance* |
| 3 | fn- | 15.00 | |
| 4 | fn *(Cat Girl)* | 13.00 | |
| 5 | fn- *(rolled spine)* | 8.00 | |
| 6 | fn+ | 9.50 | |
| 7 | vg+ | 5.50 | |
| 8 | fn- | 8.50 | |
| 9, 14 | vg+ | 5.50 | |

**Big Hero Adventures** *(Harvey; Jigsaw)*

| | | |
|---|---|---|
| 2 | vfn- | 3 50 |

**Black Cat** *(Harvey)*

| | | | |
|---|---|---|---|
| 3 | vg+ | 33 00 | *Lee Elias art (1946)* |
| 10 | vg+ | 28.00 | |
| 22 | fn | 32 00 | *small piece bottom cover gone* |
| 25 | vg+ | 24.00 | |
| 63 | fn+ | 24.00 | *Giant issue (1962)* |
| 64 | vg | 15.00 | *Giant; 2 shop stamps* |
| 65 | vg+ *(giant)* | 16.50 | |

**Charlie Chan** *(Prize)*

| | | | |
|---|---|---|---|
| 1 | fn+ | 160.00 | *1948, Kirby cover, Infantino artwork, small spine tears Beautiful flat cover* |

**Doctor Solar** *(Gold Key)*

| | | | |
|---|---|---|---|
| 5 | vfn- | 24.00 | *1st appearance in costume* |

**Double Life of Private Strong**

| | | | |
|---|---|---|---|
| 2 | fn- | 57.50 | *Archie Comics, 1959; Jack Kirby artwork* |

**Dynamo** *(Tower)*

| | | | |
|---|---|---|---|
| 4 | vfn- | 15 50 | *Tower Giant Wally Wood artwork* |

**E-Man** *(Charlton; Staton, some Byrne)*

| | | |
|---|---|---|
| 5 | fn+ | 2.00 |
| 7 | vfn- | 3.75 |
| 8 | vfn- | 3.75 |
| 9 | fn+ | 2.50 |

**Fighting American** *(Prize)*

| | | | |
|---|---|---|---|
| 4 | fn- | 200.00 | *¢ copy, Simon & Kirby, 1954* |

**Fly Man** *(Archie)*

| | | | |
|---|---|---|---|
| 32 | vfn *(¢ copy)* | 15.00 | |
| 33 | vfn *(¢ copy)* | 15.00 | |
| 34 | vfn- *(¢ copy)* | 9 50 | |
| 34 | fn *(¢ copy)* | 5.00 | *¢ copy, light subscription crease* |
| 35 | vfn | 10 00 | *¢ copy, origin of Black Hood* |

**Heroes, Inc.**

| | | | |
|---|---|---|---|
| 1 | vfn | 7 50 | *¢ copy, 1969 Ditko & Wood* |

**Hollywood's Secrets of Romance**

| | | | |
|---|---|---|---|
| 9 | vfn- | 10.00 | *¢ copy, 1963 IW reprint title* |

**Magnus Robot Fighter** *(Gold Key)*

| | | | |
|---|---|---|---|
| 2 | vfn | 56.25 | |
| 3 | fn- | 34.00 | |
| 4 | vfn- | 40.00 | |
| 5 | vg | 20.00 | |
| 6 | vg+ | 16.50 | |
| 7 | fn+ | 18 00 | *marked cover* |
| 8 | fn- | 20.00 | |
| 11 | nm | 30 00 | |
| 12 | vfn- | 21 50 | |
| 13 | vfn | 24.00 | |
| 14 | vg+ | 8.50 | |
| 15 | vfn | 17 00 | *marked cover* |
| 16 | nm | 26 50 | |
| 17 | fn | 12 00 | *marked cover* |
| 18 | nm | 26 50 | |
| 19 | nm- | 25.00 | |
| 20 | vg- | 5 00 | *torn cover* |
| 21 | vfn | 12.50 | |
| 22 | nm | 16.00 | *origin retold, reprint #1* |
| 24 | nm- | 15 00 | |
| 25 | vfn- | 14 50 | |
| 26 | nm | 16.00 | |
| 28 | vfn- | 12.00 | |
| 31 | nm | 8.00 | |

**Man in Black called Fate**
*(1950s Bob Powell Harvey title)*

| | | | |
|---|---|---|---|
| 1 | apparent fn- | 20.00 | *(part black cover area touched up)* |
| 2 | vg+ | 17.50 | |
| 3 | vfn- | 37.00 | |
| 4 | vfn- | 37 00 | |

**Midnight Surfer Special**

| | | | |
|---|---|---|---|
| 1 | nm | 1.50 | *giant, Dredd; Fleetway/Quality colour title* |

**Miracleman** *(Eclipse/Quality)*

| | | |
|---|---|---|
| 1 | nm *(UK edition)* | 1.50 |

**My Favourite Martian** *(Gold Key)*

| | | | |
|---|---|---|---|
| 9 | vfn- | 15 00 | *very slight rolled spine* |

**Peter Cannon Thunderbolt** *(Charlton)*

| | | |
|---|---|---|
| 51 | vfn+ | 8.00 |
| 53 | vfn- | 3.00 |
| 55 | vfn- | 3.00 |
| 57 | vfn- | 3.00 |

**Pure Images** *(features)*

| | | | |
|---|---|---|---|
| 1 | nm | 7 50 | *The true birth of Spider-Man features* |
| 2 | nm | 7 50 | *Origin of Marvel Comics* |
| 3 | nm | 5 00 | *Famous Monsters origin* |
| 4 | nm | 5 00 | *Warren magazines origin* |
| 5 | nm | 5 00 | *Simon & Kirby, Spumco* |

**Race For The Moon** *(Prize)*

| | | | |
|---|---|---|---|
| 1 | vfn- | 42 00 | *1958;Simon & Kirby, Powell art* |

**The Spiral Path** *(reprint Warrior strip)*

| | | |
|---|---|---|
| 1 | nm | 2.00 |
| 2 | nm | 2.00 |

*(Steve Parkhouse story & art; 2 issue series)*

**T.H.U.N.D.E.R. Agents** *(Tower giants)*

| | | |
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| 2 | vg | 10.00 |
| 4 | vg | 6.00 |
| 5 | vg | 6.00 |
| 6 | vg- | 4.50 |
| 7 | vg- | 4 50 |
| 8 | vg- | 4 50 |
| 9 | vg- | 4.50 |
| 10 | fn- | 6.75 |
| 11 | vg- | 3.00 |
| 13 | vfn | 5.50 |
| 15 | vfn- | 5.00 |
| 16 | vfn | 5 50 |
| 17 | vfn- | 5 00 |
| 19 | fn | 6 00 |

**T.H.U.N.D.E.R. Agents** *(JC Series)*

| | | |
|---|---|---|
| 1 | nm | 1.50 |
| 2 | nm | 1 50 |

**T.H.U.N.D.E.R. Agents** *(Deluxe series)*

| | | |
|---|---|---|
| 1 | nm | 1.50 |
| 2 | nm | 1.50 |
| 3 | nm | 1.50 |
| 4 | vfn | 1.50 |
| 5 | nm | 1.50 |

**Thrill-O-Rama**

| | | | |
|---|---|---|---|
| 1 | fn+ | 6.00 | *1965; Bob Powell art; Harvey; Man in Black* |

**Thunderbunny** *(Warp/Apple Comics)*

| | | | |
|---|---|---|---|
| 6 | vfn | 2.00 | *(actually, it's Charlton Bullseye #6!)* |
| 1 | nm | 3.00 | |
| 3 | nm | 2 50 | |
| 4 | nm | 2 50 | |
| 5 | nm | 2 50 | |
| 6 | nm | 2 50 | |
| 7-12 | nm | 2 00 | |

**Tor** *(St John Publishing, 1954)*

| | | | |
|---|---|---|---|
| 3 | vfn- | 36 00 | *Joe Kubert, small pencil number* |

**Tor 3-D** *(Eclipse)*

| | | | |
|---|---|---|---|
| 1-2 | nm | 2 75 | *¢ copy, with 3-D glasses* |

**Wha...!** *(Ditko's Hero series #3)*

| | | |
|---|---|---|
| 1 | vfn | 5 00 |

## BOOKS & GRAPHIC NOVELS

*All books are mint, as new, unless stated*

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1fn (Smith, Bolton, Gibbons) 3.50
2fn+ (Hewlett, Fabry, Bolton) 3.50
3fn (Bolland, Fabry, Moebius) 3.50
4vfn (Sienkiewicz, Moebius) 3.50
5vfn- (Fabry, Lloyd, Dillon) 3.50
v2 #3 (Epic; Bisley, Milligan) 3 00
v2 #4 (Epic, McKean, Hewlett) 3 00

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Bk 1 (Giardino; $11 95) 6 00

**Abraham Stone** (Marvel, $6 95)
Book 2 (J Kubert) 1 50

**Adam Strange** (DC, $3 95, 1990, Kuberts;3) 1, 3 2 50

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**Batman: The Ultimate Evil** (DC; $5.95; Vachss/Cowan) Bk 1 3.00

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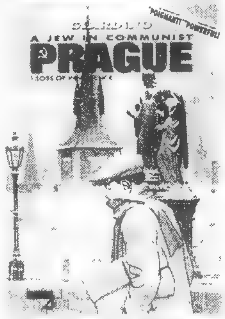

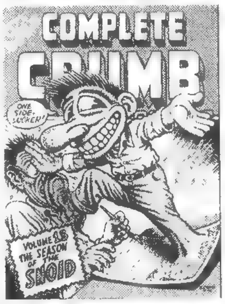

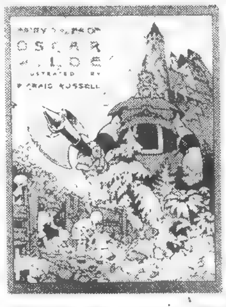

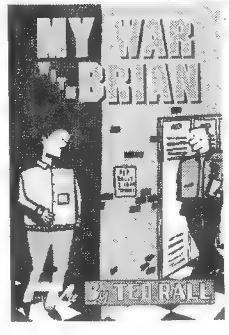

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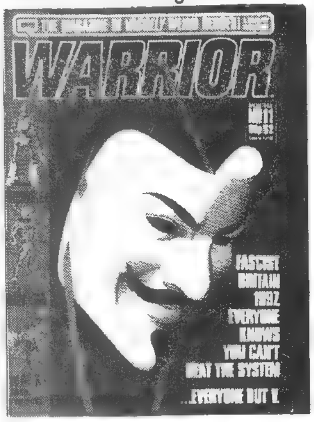
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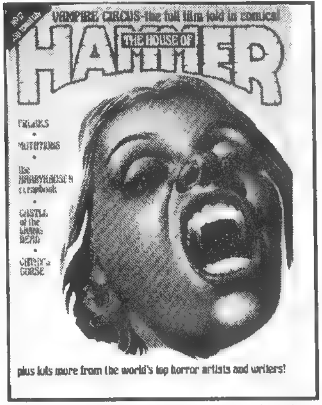
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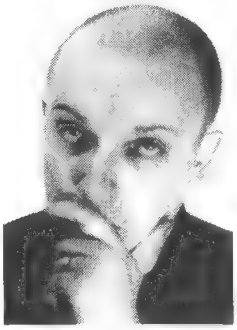
# DC: pumping out an ocean of excreta



## Beyond 2000 by David Bishop

*Rants and raves from Egmont's ex-Tharg*

INTERESTING TIMES at Marvel this month, what with the upgrading of Marvel Knights supremo Joe Quesada to Editor-in-Chief and resultant ousting of Bob Harras. Quesada and his team have worked wonders reviving some of Marvel's second string characters, armed only with a very fat wallet and the best comics talent that money can buy.

But don't fool yourself into thinking this will herald some new golden age at the House of Ideas. Marvel Knights has had just as many misses as hits in its short history. Anyone remember the Punisher's diabolical first revival, before Garth Ennis brought his Midas touch to the character? And don't get me started on the emperor's new clothes debacle that was Kevin Smith's vastly over-praised stint on **Daredevil**.

The power struggle between Quesada and Chris Claremont merits it own fly-on-the-wall docu-soap but I suspect the new E-i-C will have his hands full culling the deadwood from Marvel's editorial staff and sorting out the crucial Spider-Man franchise before he can take on Claremont. While the dust settles, I want to moan about Marvel's Distinguished Competition.

DC Comics is a Jekyll and Hyde company. It does a lot of things right, such as getting the Will Eisner library back into print and nurturing new talent and fresh ideas at the Vertigo imprint. (**Deadenders** – a book which reeks of **Deadline**. You gotta wonder why Oni isn't publishing this...)

But DC is also guilty of pumping out an ocean of excreta to maintain its market share position against Marvel. The talent pool can only spread so far before you have to have Chuck Dixon writing everything else. Kudos to the person who bought WildStorm and acquired Alan Moore's ABC, The Authority and Planetary in the process. Otherwise the DC talent pool would be looking pretty shallow now that Garth Ennis and Grant Morrison are transferring their loyalties (and royalties) elsewhere.

Anyway, here's a list of ill-informed moans about DC Comics.

*1. Neil Gaiman has left the building – get over it!* Could DC please stop exhuming Gaiman's old projects? The latest entry in this campaign of comics necrophilia is a script from 1987 that never saw print in **Action Comics Weekly**. Employing the services of a dozen big name artists doesn't make this barrel-scraping endeavour any more palatable. Yuk.

*2. I remember a time before there was nostalgia.* DC Comics seems obsessed with glory days gone by. Maybe having a senior staff stacked with 1960s fanboys has something to do with it, but enough is enough. No more revivals like the Silver Age fifth week event, please! Stop living in the past, try preparing for the future. Getting Stan Lee to re-imagine DC's greatest heroes doesn't sound like a bold step into a new creative millennium.

*3. Holy overkill, Batman – I'm out of money!* I can understand the need for core titles like **Batman** and **Detective Comics**, and TV tie-ins like **Batman Beyond**. But do we really need monthlies for Robin, Nightwing, Catwoman, Birds of Prey, Harley Quinn, Batgirl, Gotham Knights and Legends of the Dark Knight? Or the steady stream of Batman-related miniseries, fifth week event comics, prestige format one-shots and original stories published in hardcover. In November you can spend £50 just on Batbooks alone. With Batman, DC seems to favour quantity over quality.

*4. Imagine a world where Elseworlds never happened.* How many more of these meaningless rewrites of DC history will be clogging up the shelves of your local comics shop? Let's imagine a world without Superman! Let's imagine a world where Superman grew up in the Soviet Union! Let's imagine a world where Superman and Catwoman get married! Let's imagine a world where Bruce Wayne is Jack the Ripper and Aquaman is a goldfish who stops Jack's reign of terror. Better still, let's imagine someone at DC having the sense to give this tired format a rest, OK?

*5. Sometimes, a fifth week is just a fifth week.* Does DC have to create a fifth week event every quarter year? How often has a fifth week event contributed anything meaningful or long-lasting? Instead DC serves up gimmicks, sound and fury – all signifying nothing. A similar problem applies to the superhero annuals. If a story isn't worth the regular titles, hasn't anything fresh or unique to say, just filling a gap in a schedule – chances are, it isn't worth the effort. Save your time and our money.

*Next issue I'll be mouthing off about why editors and assistant editors should never be allowed to write for the comics publisher that employs them – and I speak from personal experience. Back in 28!*

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| 4 VFN+ | £5.50 |
| 5 VF/NM | £8 |
| 6 VF/NM | £11 |
| 7 VF/NM | £11 |
| 8 VF/NM | £11 |

### SILVER SURFER VOL.1
(1960s)

| | |
|---|---|
| 1 VG+ | £85 |
| 1 VFN- | £225 |
| 2 G | £12.50 |
| 2 VFN- | £80 |
| 3 FN | £45 |
| 3 FN/VFN | £60 |
| 4 VG | £95 |
| 4 VFN | £195 |
| 5 FN | £20 |
| 6 FN | £20 |
| 6 VFN- | £30 |
| 7 FN | £20 |
| 10 FN | £18 |
| 11 FN/VFN | £17 |
| 12 FN | £12.50 |
| 13 G | £5.50 |
| 15 FN | £14 |
| 16 FN | £13.50 |

### AMAZING SPIDERMAN

| | |
|---|---|
| 1 VG | £1450 |
| 2 VG | £350 |
| 3 VG | £250 |
| 3 FN | £395 |
| 4 G+ | £125 |
| 4 VG- | £160 |
| 5 VG | £175 |
| 1/2" tear through first few pages | |
| 6 VG- | £125 |
| rolled spine | |
| 7 VG | £125 |
| 9 G- | £45 |
| 11 VG+ | £90 |
| 11 FN | £120 |
| 14 VG | £150 |
| 15 VG | £65 |
| 17 VG | £80 |
| 19 VG pence | £49 |
| 22 VG/FN | £40 |
| 23 VG/FN | £40 |
| 24 FN | £40 |
| 25 VG | £35 |
| 26 VG/FN | £40 |
| 28 VG/FN | £65 |
| 30 G | £15 |
| 34 VG | £18 |
| 43 VG/FN | £17 |
| 44 VG | £12.95 |
| 45 G/VG | £7.50 |
| 45 FN+ | £25 |
| 46 VFN- | £29 |
| 48 FN- | £16 |
| 49 VFN- | £29 |
| 50 G | £25 |
| 50 VG | £60 |
| 51 FN/VFN | £40 |
| 53 VG | £9.95 |
| 54 FN | £17.50 |
| 55 FN | £17.50 |
| 56 FN+ | £20 |
| 57 FN | £17.50 |
| 58 VG | £9.95 |
| 59 FN | £17.50 |
| 60 VG | £9.95 |
| 61 VG+ | £8.95 |
| 62 VF/NM | £25 |
| 63 FN | £12.95 |
| 64 VG | £8.95 |
| 64 FN | £12.95 |
| 66 FN | £12.95 |
| 67 VG/FN | £9.95 |
| 70 VG | £7.95 |
| 71 FN | £11.95 |
| 72 VG | £7.50 |
| 74 VFN | £18 |
| 75 FN | £9.95 |
| 100 FN | £45 |
| 129 VFN | £150 |
| (1st app. Punisher) | |
| 174 VFN | £7.95 |
| 252 FN | £7.95 |
| 298 FN | £9.95 |
| 299 VF/NM | £9.95 |
| 300 VFN | £32.50 |
| 301 VF/NM | £6.95 |
| 303 VF/NM | £6.95 |
| 304 VF/NM | £6.95 |

### STRANGE TALES VOL.1

| | |
|---|---|
| 103 VG | £39 |
| 106 G/VG | £22 |
| 131 VFN | £19 |
| 133 FN | £11 |
| 144 VF/NM | £15 |
| 147 VF/NM | £15 |
| 149 VF/NM | £15 |

### TALES OF SUSPENSE

| | |
|---|---|
| 35 FN | £36 |
| 39 G | £195 |
| taped spine | |
| 43 G | £25 |
| 48 VG | £35 |
| 49 VG | £32 |
| 56 VG/FN | £14.95 |
| 57 VG+ | £30 |
| 58 VG+ | £40 |
| 63 FN/VFN | £65 |
| 64 FN | £19 |
| 65 G/VG | £9.95 |
| 67 VG/FN | £8.50 |
| 68 FN | £11.95 |
| 71 FN+ | £12 |
| 72 FN- | £9 |
| 73 VG | £6.95 |
| 74 VF/NM | £22 |
| 75 FN | £9.95 |

### TALES TO ASTONISH

| | |
|---|---|
| 14 VG | £35 |
| 27 VG+ | £395 |
| 35 G/VG | £99 |
| 38 VG | £45 |
| 40 VG | £39 |
| small corner of cvr missing | |
| 43 VG- | £24 |
| 44 VG- | £35 |
| 47 G/VG | £16 |
| 49 VG+ | £28 |

### THOR

| | |
|---|---|
| 99 VG | £17 |
| 101 VG | £14 |
| 102 VG+ | £16 |
| 108 VG+ | £15 |
| 110 VG+ | £15 |
| 111 VG | £12.50 |
| 113 VG | £11.95 |
| 114 VG | £11.95 |
| 115 FN | £20 |
| 116 VFN | £28 |
| 117 VG | £11 |
| 119 FN | £16 |
| 120 FN | £16 |
| 121 FN+ | £17 |
| 126 FN- | £27 |
| 129 FN | £13.50 |
| 131 VG | £7.95 |
| 132 VFN | £22 |
| 133 FN/VFN | £16 |
| 135 FN+ | £15 |
| 136 VG/FN | £10 |
| 138 FN | £14 |
| 139 FN | £12 |
| 140 VF/NM | £22 |
| 141 FN | £9.95 |
| 142 VG | £4.95 |
| 143 FN | £7.95 |
| 146 FN | £7.95 |
| 150 FN | £10 |

### UNCANNY X-MEN

| | |
|---|---|
| 3 VG/FN | £140 |
| 5 VG- | £55 |
| 6 FN | £75 |
| 7 G/VG | £24 |
| 9 VG | £48 |
| 10 VG | £40 |
| 11 VG | £40 |
| 12 FN | £70 |
| 14 VG/FN p | £49 |
| 15 G/VG | £20 |
| 15 VFN p | £99 |
| 16 G | £16 |
| 16 VG | £24 |
| 16 FN/VFN | £52 |
| 18 G | £11 |

### UNCANNY X-MEN

| | |
|---|---|
| 18 FN | £26 |
| 19 VG | £18 |
| 19 G/VG | £14 |
| 20 VG | £18 |
| 21 VG | £14 |
| 23 VG | £14 |
| 24 VG | £14 |
| 27 FN | £22 |
| 28 FN | £23 |
| 29 VG/FN | £16.50 |
| 30 VG | £10 |
| 30 FN+ | £28 |
| 30 VFN+ | £40 |
| 31 VG/FN | £14 |
| 32 FN | £15 |
| 33 FN | £15 |
| 34 VFN | £24 |
| 37 VG | £10.50 |
| 38 VFN | £29 |
| 40 VFN+ | £29 |
| 41 VG | £8.95 |
| 42 VG | £12.50 |
| 43 VG/FN | £14.50 |
| 44 FN | £16 |
| 45 FN | £13.50 |
| 46 VG/FN | £12 |
| 47 FN+ | £15 |
| 48 VG/FN | £12 |
| 54 VFN | £22 |
| 55 VFN | £18 |
| 96 VG | £7.50 |
| 96 FN | £15 |
| 98 VG | £10 |
| 99 FN/VFN | £18 |
| 101 FN/VFN | £20 |
| 108 FN | £15 |
| 109 VG | £7.95 |
| 114 VFN | £8.50 |
| 117 FN | £6.50 |
| 118 VFN | £8.50 |
| 119 FN | £6.50 |
| 119 VFN- | £7.95 |
| 120 VG | £7.50 |
| 120 VG/FN | £9.95 |
| 123 FN | £5.95 |
| 123 VFN | £7 |
| 124 FN | £6 |
| 124 FN/VFN | £6.75 |
| 125 FN | £5.95 |
| 126 FN | £5.95 |
| 127 FN | £5.95 |
| 129 VG/FN | £5.50 |
| 129 VFN+ | £10 |
| 131 FN | £5.95 |
| 132 FN | £5.95 |
| 132 VFN | £7.95 |
| 134 FN/FVN | £6 |
| 135 FN | £5.50 |
| 135 VFN | £6.50 |
| 135 VFN- cents | £7.95 |
| 138 FN | £5.50 |
| 138 VFN | £6.95 |
| 139 VG/FN | £7.50 |
| 139 FN | £8.95 |
| 139 VFN | £12 |
| 140 FN | £6.50 |
| 140 VF/NM | £9.95 |
| 141 FN | £7.50 |
| 143 VFN | £6.50 |
| 201 VFN | £10.50 |
| 205 VFN | £6.50 |
| 212 VFN | £14 |

### ACTION COMICS

| | |
|---|---|
| 255 G | £19 |
| 300 FN | £20 |
| 308 FN | £9.95 |

### ADVENTURE COMICS

| | |
|---|---|
| 291 VFN- | £20 |
| 292 FN+ | £18 |
| 293 FN | £26 |
| 294 FN | £26 |
| 294 FN+ | £30 |
| 295 FN | £15 |
| 296 FN- | £12 |
| 296 FN+ | £18 |
| 297 FN | £15 |
| 297 FN+ | £18 |
| 298 VFN | £27 |
| 299 VFN- | £22 |
| 303 FN | £24 |
| 304 FN- | £19 |
| 305 VG | £15 |
| 308 FN- | £14 |
| 309 FN+ | £18 |
| 310 FN | £15 |
| 314 FN- | £9.95 |
| 315 FN+ | £14.95 |
| 322 FN | £9.95 |
| 325 VG- | £4.95 |
| 328 VG | £5.95 |

### BATMAN

| | |
|---|---|
| 150 G+ | £7.95 |
| 169 VG | £19.95 |
| 175 VG | £6.95 |
| 176 FN | £18 |
| 177 VG | £6.95 |
| 183 VG | £12.95 |
| 184 FN | £10.95 |
| 189 VG | £10.95 |
| 197 VG+ | £8.95 |
| 198 VG | £9.50 |
| 228 VG | £5.50 |
| 234 G | £6.50 |
| 251 VG | £6.95 |
| 260 FN | £6.95 |
| 366 VF/NM | £9.95 |
| 368 VFN | £7.50 |
| 368 VF/NM | £7.95 |
| 400 FN | £8.50 |
| 400 VFN | £11.95 |

### BRAVE & BOLD VOL.1

| | |
|---|---|
| 29 G/VG | £195 |
| 36 VG+ | £75 |
| 41 VG/FN | £29 |
| 42 VG** | £49 |
| 43 VG | £29 |
| 43 FN+ | £70 |
| 44 VG/FN | £49 |

### HOUSE OF SECRETS

| | |
|---|---|
| 92 VG | £60 |
| (1st Swamp-Thing) | |

### MY GREATEST ADVENTURE

| | |
|---|---|
| 80 FN | £80 |

### MYSTERY IN SPACE V.1

| | |
|---|---|
| 84 VG | £7.95 |
| 87 VG | £29 |
| 88 VG ('S') | £22 |
| 89 VG ('S') | £20 |

### SUPERMAN VOL.1

| | |
|---|---|
| 163 VG | £7.50 |
| 164 VG | £7.95 |
| 166 VG | £7.95 |
| 168 VG | £8.50 |
| 182 VG | £7.50 |

### SWAMP-THING VOL.1

| | |
|---|---|
| 1 FN + | £28 |
| 2 FN | £12.95 |
| 6 FN | £6.50 |
| 8 FN | £6 |
| 9 FN | £6 |
| 10 VFN | £7.95 |
| 11 FN | £6 |

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# Comment

**Comics International, 8 Trinity Road, London N2 8JJ**

*Comment is a forum to enable fans and professionals alike to express their personal points of view on aspects of the comics industry. As such, the following opinions do not necessarily reflect those of this publication, but space will be given in subsequent issues to well-reasoned opposing views. Submissions are edited only for grammar, clarity and brevity.*

## Is this really a Rebellion?

**Comment by Milton Finesilver, Harrow, Middlessex**

I DISAGREE with your view of wholesalers *(Letters*, **CI** #123) in your reply to Harold Buchholz Printing Services.

My information is that UK wholesalers enjoy only 15% of a magazine's cover price. Hardly the lion's share, is it? But I do fear all UK comics – especially the plastic-free-gift-laden nursery market – could disappear up their own exhausts in the near future.

There have been reports of Tesco, among other chains, looking to alter the distribution pattern. I wonder if this will drive a stake through the heart of the SOR culture as well as the minimum local weekly news bill which supermarkets, convenience stores and other non-traditional outlets have to guarantee paying.

To illustrate how far the comics portion of the publishing industry has sunk, consider Egmont Fleetway's withdrawal from selling weekly comics in the UK by off-loading **2000 AD** and **Judge Dredd Megazine** to Rebellion. For too long, previous owners' policies have been to raise cover prices and cut orders rather than encourage editors, writers and artists to come up with hot-selling comics, reps to sell lots of ads and reps to move more copies into shops.

If we could multiply the current cover price of **2000 AD** by print run, the result would be much the same as the launch cover price of 8p multiplied by the 1970s average launch print run of around 550,000. So the total possible revenue of **2000 AD** has remained static – not even allowing for inflation. None of the title's cover price hikes over the years had anything to do with aggressive marketing or power-play tactics. Were they the clueless efforts of drowning swimmers trying to stay in one place above the waves as the life force slipped away? Rebellion is certainly too late to save the concept of weekly comics.

My recipe would be to relaunch the titles as three firm sale 52 page super A4 monthlies: **2000 AD**, **Judge Dredd**, and **Rebellion Magazine**. All should have four-colour throughout and 11 pages of group advertising, and print orders should be tailored for the top 10 international direct market sales slots. Suppose ad rates were level with those of **CI** and stock was 100gsm for text and 135gsm for the cover, and all three comics were printed in the same press run.

Believe it or not, this could give an 80p UK cover price divided up this way... printer: 25p; retailer: 20p; wholesaler: 12p; staff and contributors: 10p; distributor: 8p; publisher: 5p (plus ads syndication, merchandising and licensing deals).

Of course, this would be no help to those publishers, retailers or ad reps who never wanted to be part of the pennies and half pennies (or nickels and dimes) periodicals industry. But no amount of cash will satisfy them.

No-one should be shocked if Rebellion's first step is to tap in the **2000 AD** purchase price as a loss on its accounts spreadsheet and then bump up cover prices to eventually recoup the debt and shift the business into the black.

## Wake up

**Comment by Jon Shakespeare via e-mail: shake126@hotmail.com**

FOR A WHILE I have been waiting for a time to get this off my chest; I am fed up with the major comics world.

Just to state my position, I have worked in comics retail for just under five years and am not afraid to try anything new. I have read a wide range of comics spanning from **Liberty Meadows** to **Flinch** and to put it bluntly it is very hard to find good titles without wasting a lot of your hard-earned money.

The quality of comics has gone down in the last number of years. I started buying comics at about 15 years old, when all I could see was the new issue of **X-Men** (which was fatal attractions at the time) and I have not read a good storyline to date.

I gave up reading **X-Men** because I thought smashing my teeth in with a brick would be more entertaining.

For years after that I stopped

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buying, until about a year ago when I discovered the wonderful world of Vertigo which has shown me that you don't need a cape to have a good storyline.

When will the heads of Marvel and DC wake up and realise that their imaginary 'target' audience (below the age of 15) does not exist anymore. The writers are writing for an audience that doesn't exist and as for Marvel (**Punisher** excluded), what meaningless tripe! A few pointers:

1: The X-Men (and the X Universe) is wallowing in bad storyline after bad storyline and has done for many years. When will the torture stop?

2: T&A shots may sell the first issue but cannot be relied upon for selling an entire series.

3: Dark Horse should be stopped from publishing comics.

To further stress my point, will the publishers wake up and realise this industry is in such a state that fans buy comics either out of habit – and loyalty – (X-titles, Spider-titles, Supes-titles) or to keep up with the latest TV craze (Buffy, Angel). There are no impulse buyers, just watch people sneer as they walk past a comics shop.

And another thing, who is protected by The Comics Code Authority? What is their purpose?

# Pitfalls of the freelancer

**Comment by Liam McCormack-Sharpe, artist: Magik, Marvel Comics**

THERE'S NOT an artist in the industry who doesn't want to do their absolute best.

It's commonly known that success in the field can bring great rewards, and that requires commitment and hard work. Talent alone is not enough. To truly make it in comic art you must draw anything... And make it look good. But that's just the easy bit.

Next you realise you're never drawing what you really want to draw, and you have to learn to do that over and over again. On your own. Day after day.

Then there are deadlines to meet. Critics to face. The cancellation of titles. Finding yourself in the strange situation of being a product. And a product that has to sell.

Artists, on the whole, don't like anything they've drawn. It's a good thing too, as it keeps us constantly trying to improve. But there are associated problems almost all to do with selling oneself.

Promotion. How do you go about that when invariably you know that nothing you've done lives up to your own expectations? Despite the apparent proliferation of super-egos throughout the industry, the vast majority of creators are content to let the publishing houses do their promotion for them.

Your other option is to find an agent. There are manifold reasons why having an agent seems appealing. It comes as a great relief to think there is someone out there constantly fighting your corner. To no longer feel like you're chasing an elusive industry Quested Beast that can never be caught, that one big job that will make you a comicbook immortal.

That's how an agent will sell it to you. They'll find these profile-raising jobs for you. They'll get you interviews in the right magazines, announcing your upcoming projects with great gusto. All you do is give up 10% of your earnings and do the work.

Well, no. Not really. That's not quite how that works, either. For a start you are usually only one of many creators on an agency's books, all wanting the same thing. The chances are that something big will break for one of their clients and all their energies will go into promoting that person. There's also a strong likelihood that they got you on the first job that came along (if any jobs came along) so you're tied into that, waiting for that call from **Wizard**, that offer to draw a new **X-Men** series, that opportunity to develop a movie...

In some ways I was lucky. When the Creative Interests Agency (C.I.A.) tracked me down I already had a head start. The **Death's Head II** series had been very popular for a time and I'd also drawn a **Venom** miniseries, a couple of **X-Men** and **Spider-Man** issues and a run on **Hulk**. What the agency was offering seemed fantastic. There was a new company called Verotik who were working with some of the true greats of the industry, and they loved my work. It was Steve Wardlaw, then an editor at Verotik, who first phoned with an offer of work while I was still drawing **Hulk**. When Steve Donnelly of the C.I.A. phoned some months later with the same offer I thought they were the same person, so my initial reason for getting involved with an agency was based on a mistake.

Nonetheless I allowed myself to be wooed with talk of promotions and raised profiles. The job I got was a book called **G.O.T.H.**, a kind of no-holds-barred Hulk on steroids. It was a fast moving adrenaline-fuelled romp of little intellectual content, but I'd had a lot of fun cutting loose drawing it.

This was followed by **Frank Frazetta's Death Dealer**. Not just that, but I was following on from Simon Bisley, a favourite of mine, and finally, I thought, getting the chance to draw the kind of comic in which I could really excel.

Frazetta had been a motivating factor in my getting involved in the medium, so it was an incredible honour to be asked to interpret his character in comic form, and not a little bit daunting too. I was, to coin that famously unpopular phrase, King of the World!

So, five years on, what happened? With such a promising start did my agents succeed in raising my profile? Well, things turned a little sour with Verotik. There are always two sides to every story, but from my point of view it just became increasingly hard to please them. Communication broke down. I was unhappy. They were unhappy. I quit after my second **Death Dealer** issue and a difficult three issue **Jaguar God** run.

And this is the point where we get back to agents and their mysterious modus operandi. A cautionary note to anyone thinking about, or already represented by an agent: Look hard and long at your contract. At the moment I'm in a peculiar kind of limbo with regard to some unresolved issues that date back to this time, and they all centre round what an agent should, shouldn't, can or can't do.

When I left Verotik I asked the C.I.A. to secure the return of my **Death Dealer** and **Jaguar God** artwork. Verotik had purchased all the **G.O.T.H.** art off me. But for the obvious reason that it was Frazetta related, and my best work up until that time, I had not wanted to sell the **Death Dealer** material.

Following my period with Verotik I managed to secure myself a run on **Man-Thing** for Marvel. It was with this work that I stopped going through the C.I.A. as I'd done lots of work with Marvel prior to my involvement with them. They reluctantly conceded to this and continued to get me the occasional unrelated job for which I was happy to give up my 10% agency fee. For a while I continued to pester them as to the whereabouts of my Verotik art.

Three years later I still don't have it. With the passage of time one is inclined to just let it go. Luckily I've been in pretty constant work. I got married and had two kids. In the great scheme of things it didn't seem that big a deal. But equally sometimes something happens that just seems so unfair that if you walk away from it you know you can never look at yourself in the mirror again.

This is how I felt when I recently found out one of my **Death Dealer** pages was for sale on the Internet for $1000. When I contacted the unfortunate dealer – who had purchased the piece in good faith – I had an even bigger shock. It had been bought from the Internet auction site eBay, where it had been put up for sale by, wait for it, the C.I.A. I immediately checked their website and found two more examples of my artwork displayed there. Work they never told me they got back from Verotik.

Steve Donnelly always seemed to be a decent guy, if a little harassed and over-stretched. I really felt there must be a mistake. I e-mailed and telephoned right away that he get in touch regarding this. The next day I did the same again. A week later I had still heard nothing, despite my increasingly insistent requests for an explanation.

Then I heard from the dealer who bought the artwork that the C.I.A. had told him they didn't even know who I was. This prompted even more outraged messages from me. I even waited up until 1.30am UK time to talk in person with the California based agency but still just got their answerphone. So what could I do?

I e-mailed everyone I knew in the industry explaining what had happened and seeking advice and assistance on how to get these 140 or so pages back. I was unprepared for the storm of mail that returned.

The problem is, and here's one of the pitfalls, there's nothing directly relating to art returns in their contract. Now how stupid do I feel for not spotting that?

As things stand it has been related to me through a third party that the C.I.A. now claims I still owe them some money on commissions. Quite how this works I don't know since they were responsible for invoicing. They even say I am responsible for the cost of shipping it back. That seems to me very unreasonable. The publisher always covers the cost of shipping. It should be an issue between agent and publisher, not me. Besides, not once in six years have they said any of this to me personally. Though once again there's no reference to shipping in the contract that I can see. Duh! Read your contracts very carefully!

All I want is my artwork back and the price of the page(s) sold. No more. No less. Why I can't have them back I don't know. Nobody will tell me. Donnelly's e-mail address has now become unavailable. My biog has vanished from their site.

So my point is this: Be careful what you sign. I'm sure there are many great agents out there, I don't want to tarnish them all with the same brush, but protect yourself, and make sure your contract is water-tight. Or just don't have one.

Whatever the reasons, my profile prior to my connection with the C.I.A. was higher than it was at the end. It has since become higher again. When working in this industry there's nothing equal to cultivating a good working relationship directly with the editor, and the people involved in producing the title.

I may not have dominated the covers of the various trade magazines. I may not make the Wizard Top 10 every month. What I do get, though, are some really great titles to draw and generally a quiet sense of mutual respect.

I'm enjoying my job again, and that, for most of us, is about as much as we should really expect.

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# Networks

### Comics news, gossip and backbiting on the Internet

**Compiled by Phil Hall and the CI Netmites**

## Seen on the Net

### Make light yea not!

KURT Busiek decided to stem off any controversy he might face before it happened by mass posting the following message to numerous lists and message boards. Something about the most recent issue of **Diamond Previews** obviously bothered him...

It has been brought to my attention that the current issue of Previews, September 2000, features a solicitation from Awesome for **Youngblood Genesis** #1. The solicitation lists me in the credits as if I'm the sole writer of the project, which is not actually the case. **Youngblood Genesis** is based on plots I wrote for Extreme years ago, for a project then known as **Youngblood: Year One**.

I wrote three plots for what was to be a four-issue series, and never wrote the fourth, because by that time it was clear that the art wasn't being produced. The series was never completed, and never came out. Awesome is apparently having the project completed now, but with another scripter finishing off the writing. This is not mentioned in the solicitation, nor is any new scripter named.

I don't have any problem with Awesome using those plots – they were written work-for-hire and paid for, so Rob Liefeld's got every right to use them. My problem is with the solicitation listing me as the only writer involved.

Several times over the last year or two, I've been contacted by someone at Awesome – once Rob, and at least twice Eric Stephenson – asking if I'd be willing to complete the **Youngblood: Year One** project.

I explained each time that I was too busy and was concentrating on other things, but I encouraged them to go ahead and complete the project with another scripter. The only request I made was that I not be credited, promoted or solicited as the "writer" of the project – that it be made clear that I only plotted it. I spoke to Eric, and he confirmed not only that he remembers me asking this, but that he only recently reminded Rob of this.

In online postings to Usenet's rec.arts.comics.misc posted today on Rob's behalf by Awesome employee Jimmy Jay, Rob stated that nobody has as yet been approached to script the project, and that Awesome intends to solicit the first three issues as written by me. I'm disappointed to hear this, since not only is it not true, but it's the one request I made of them with regard to these plots, and it's not being honoured.

Once again, I have no problem with their using the plots – it's only the mis-solicitation (and the insistence on continuing it) – that I object to. I don't want retailers and readers to be misled into thinking this series is fully written by me, only to discover when and if it comes out that it's scripted by someone else. I certainly don't want anyone to think that I'd agreed to complete the project at this late date and bailed on it between solicitation and completion. I turned the job down three times over the last year or two and Awesome is fully aware of that.

I don't know if this makes the project returnable under Diamond's rules, but I would like this situation to be understood by those who order the book, and since Awesome is unwilling to make the truth of it known I'm forced to do it myself. In addition, a "signature edition" of **Youngblood: Genesis** #1 is solicited, with no mention of who will be signing it.

Since this has led at least a few people to assume that I'm signing the book as well, I'd like to make it clear that I'm not doing that, either. According to Rob's Usenet posting, it'll be signed by Rob himself, and the book's artists.

I wish Rob the best, and would have been pleased to see the project finally being done, if not for the misleading solicitation. I hope they do a great job with the book, and that **Youngblood** fans enjoy it. I just don't want anyone to think that they were promised work by me that they're not going to get.

### More Twists for McF

OVER on the Comics Pros discussion list, the discussion turned to the latest developments in the Todd McFarlane/ Tony Twist court case, which resulted in a St Louis judge awarding Twist $24.5 million.

Apparently both Todd McFarlane and (for some reason unknown to most) Erik Larsen have both highly critical of the ruling and while McFarlane is waiting on an appeal, he obviously hasn't listened to his lawyer's advice about disclosure...

Brad Couter *(bmcwriter@aol.com)* gave an update: I'm amazed at how McFarlane and Erik Larsen are talking about how this is a 1st Amendment issue. Since when can you name a character after a real person and expect no trouble if the person finds out?

Especially when the connection was so obvious. All McFarlane had to do was change the first name and Tony Twist wouldn't have had much of a case.

Of course, this is the same guy who named two KKK members Pete and John in **Spawn** and then admitted later in some **Wizard** special that they were named after Peter David and John Byrne!

### Twist on the First

ON hearing this, Don Cheadle *(rentedtux@cs.com)* asked: Is this a 1st amendment case? Both Tony and Todd are citizens of Canada (I think Todd is still a Canadian citizen) If they are, won't this be brought before a Canadian court? If so, our first amendment doesn't mean a thing. But if it is...

An example of how far First Amendment rights go, would be 1967's "Snoopy Vs. the Red Baron" by the Royal Guardsmen. This song was about Charles Schulz's *Snoopy* and his ongoing battle w/ the Red Baron. The Guardsmen never approached Schulz for permission to croon about his creation. Snoopy was a public phenomenon, and being a part of our culture, made him fare game. Who's to say how public, and societal one has to be?

Wasn't Tony Twist a (semi) famous hockey player?

Writers really have to bone up on this territory (it relates to what you do).

So, McFarlane (it pains me to take his side) is correct. It is a first amendment issue, and he was within his rights. This is the law, it doesn't mean he's aesthetically, morally, or ethically right, but that's a completely different argument (personally I think he did no wrong).

Writers, more than anyone else, should know this. We should know that, under our constitution, have very few barriers.

Jake Serrano *(jserrano@brill.acomp.usf.edu)* updated those behind on the story and added his own two cents worth: Twist won the case for $24.5 million, but it is going to an Appellate Court, where it's expected to be overturned.

The real-life Tony Twist isn't even named Tony Twist, it was just a nickname, like a football player "The Fridge", or a baseball player "The Slugger".

The reason for the lawsuit is that Twist was claiming that this slanderous character would hurt his endorsement deals. Newsflash: he doesn't have any endorsement deals. He doesn't even play anymore. Hasn't played a few years now. The man isn't making big bucks on the ice, so he tries to

## Steve Geppi buys Carl Barks' remains

*THERE are a growing number of spoof and parody comics websites appearing on the Internet every month. Many can be hit or miss, but select few are written with as much care and attention as a genuine news item.*

*The following was reproduced on a number of websites, newsgroups and Usenet. In bad taste or just plain funny? You decide...*

Baltimore, August 31. The worldly remains of famed comic book creator Carl Barks have been purchased by prominent Baltimore businessman and comic book collector Steve Geppi, it was announced here today. Barks, revered by comics readers for decades for his masterful storytelling in the classic Donald Duck and Uncle Scrooge comic books of the 40s and 50s, died recently at the age of 99.

"I wanted to continue my long relationship with Mr. Barks, who was one of my heroes from my childhood on through the days when I was a young man clawing my way up from a menial, degrading Post Office job," said Geppi, owner of Diamond Comic Distributors, Alliance Games, and Baltimore Magazine, among other properties.

"And I already had his soul, which I acquired in an exclusive deal back in 1992, so I really couldn't pass up the opportunity to complete my Barks collection." Geppi proudly noted that independent experts from the independent Overstreet Buyers Guide have graded Barks' cadaver as Near Mint.

No purchase price was released, although Geppi is known to have offered over $50,000 for the ashes of the late Gil Kane. Although he is believed to have a small collection of thumbs of former competitors, this is thought to be Geppi's first acquisition of an intact collectible corpse.

Barks' preserved remains will be displayed under Mylar at Geppi's Diamond Galleries in Timonium, Maryland. On-premises Diamond and related enterprises employees will be allowed to view Geppi's new prize during scheduled breaks from their menial jobs when installation is completed later this fall. *...anon, 2000*

Visit the Comics International official website at www.comics-international.com with links to all the top publishers' sites and to all the major worldwide comics creators' webpages

# CI Net Discussion

http://www.egroups.com/community/comics_international

***CI** continues to take over the Internet! With its own website* (www.comics-international.com), *a dedicated forum on CompuServe and the **CI** discussion community* (http://www.egroups.com/community/comics_international)*which offers the opportunity for free, fast and lively comics-related debate, it's almost an extension of **Comics International** itself!*

*The board now gets an average of 2000 messages per month, with topics covering comics and anything else the members wishes to debate. But for the benefit of readers not on the Internet, or those already screen-shocked enough, here is the best of this month's topics...*

## The other half

*IN A discussion about girlfriends and comics, or perhaps more accurately, girlfriends buying or encouraging their other halves to read certain comics, the thread did its usual and veered wildly from the original theme. Eventually settling on the new Top Cow **Lara Croft: Tomb Raider** comic.*

***DAN BLACK** (krimsun@hotmail.com) offered this comment, plus one of the most encapsulate opinions on said comic:* It'll be a cold day in hell before my other half encourages me to read a T 'n' A comic. I get enough grief for buying **Vampirella**.

Having said that I got **Tomb Raider** 1 and 2 and then chucked in the title because it registered a massive 10 on my crapometer.

## Zip Nolan nostalgia

***MIKE COLLINS** (the writer/artist of **Pete Cannon, Thunderbolt**) on the subject of an old comics character:* Regarding The Spider: he was created by Jerry Seigel! Seigel also did **Zip Nolan: Highway Patrol**? ('Spot the clue with Zip Nolan!')... every week, our hapless motorcycle cop would spot some tenuous clue that told him that the guy in the grey sedan (it was always grey – this was a b&w strip) was really an axe-murderer or had overdue library books...

***MIKE KIDSON** (mike.kidson@cwcom.net) on the Spider:* I couldn't say one way or the other... Steve Holland, in his excellent **Fleetway Index**, more or less firmly assigns creation of **The Spider** to Geoff Campion, with Siegel just contributing scripts (while, apparently, more or less riding the rails across the USA...).

## Question of attitudes

***DAVE GENTLE** (davidgentle26@netscapeonline.co.uk) made a valid point*: It's interesting to me that so many people on this list start from the assumption that all computer games are aimed at young boys. isn't that the mainstream attitude towards comics? If we want the mainstream attitude to change then shouldn't we set a good example?

***KEV HILL** (ape@btinternet.com) responded*: Very good point. I've always despised peoples attitudes to both comics and video games, 'cos I like 'em both, so try not to stereotype anyone. Of course, I do view people who collect comics as geeky trainspotter types... But that's 'cos I like to make a distinction between people who buy comics for collection sakes, and those who buy them to read them (and re-read them, if they're good)... and I consider myself in the latter category...

## What you least expect

*Many of the members of the group were recalling incidents from the past about lost comics collections.*

***BILL KAY** (wkay@davienies.bucks.sch.uk) bucked the trend:* Two years ago my mum moves and asks me what I wanted to do with a complete run of **Tiger**, **Tiger and Hurricane**, **Tiger and Jag**, **Victor** 1966-69. **MWOM**, **Spider-Man Comics Weekly**, **Avengers** (all Marvel UK) and assorted other comics from 1970-1974 and the beloved **Action**.

And I said "WOW!!! You kept them all? ... So where is **Action**?

And she says, "I never did like you reading that Hook Jaw".

***PAUL ANNIS** (pannis@armature.com) said what many people thought:* I think this heartwarming tale is the first "My Mum SAVED my comics" story that I have ever heard. It makes a nice change from the usual ones about mothers who gave away long runs of Silver Age comics to the five-year-old down the street, or threw them in the bin, or used them to the light the fire.

Those **Tiger** and **Tiger and Jag** issues should contain runs of Denis McLoughlin's jungle story *Saber*, which he enjoyed doing, and also the cricket strip, *Big Hit Swift*, which he hated, and only drew for a few months. Definitely worth keeping.

***JAY EALES** (j.eales@virgin.net) made a very valid point:* How come you never hear any stories of comics fans who were given a stack of comics by someone's mother up the road? ☺

## Kirby's Eternals

***KEVIN GUNSTONE**, currently working for Antarctic Press offered this on Jack Kirby's **The Eternals**:*

... One of the King's unrecognised classics. Some of the dialogue may be a little corny, but conceptually it was absolutely fantastic. Just a

---

make 'em anywhere he can. Ridiculous. The comic version doesn't even resemble him. A fit, young, good looking Canadian is NOT going to be confused with a short, fat Italian mobster, who by the way is a cartoon! Geez!

Brad Couter *(bmcwriter@aol.com)* came back with another interesting angle: Did McFarlane create T. Twist out of "malice"? Tony may not be well written, but there is no malice towards the hockey player. If anything it's an homage from a hockey geek who made it big.

I can see how someone could construe a Mafia hitman being named after them as malice, even if McFarlane didn't intend it as such (which I'm sure he didn't).

Also, unlike editorial cartoonists, McFarlane is NOT producing a satire. If he is, we've all missed the joke. So he's not covered under parody. Again, the point behind all this is the fact that people like Todd McFarlane should know better when it comes to naming characters after real people. All writers with any sense in their heads know this.

It's not about the 1st Ammendment, it's about common sense. Also, I read a few years ago that there's a guy out there named Homer Simpson. He says he can't even call and order pizzas because people think it's a fake name. Can he sue? No, unless he can prove that Matt Groening named the character specifically after him and did so to make his life miserable.

So, the case is far from over it seems. The appeal goes to the US equivalent of our UK libel and slander legal procedures. However, despite McFarlane's belief that he has reasonable grounds to have the

## INTERNET COMICS, E-ZINES AND WEBSITE REVIEWS

**abebooks.com** *www.abe.com*

Now I've plundered the books I wanted it's safe to reveal the web's best kept secret. A quite superior search facility for second hand books of all types, abebooks is just the place to find that must-have long remaindered gem. And, of course there are books on comics, and even some comics themselves. The majority of sellers (but by no means all) are US based but there's a handy currency converter to compare prices before parting with cash. Searching on author, title, publisher or keyword, it's the only site I must visit every week much to the chagrin of she who must be obeyed on all things fiscal. (DML) **9**

**Banned Hellblazer story** *http://www.iol.ie/~jmcmahon/shoot/*

In August, this site hosted the fully pencilled inked and lettered roughs of *Shoot*, the controversial Issue of **Hellblazer** dealing with youth gun violence. The issue was pulled under orders from on high leading to Warren Ellis resigning as writer on the title and leaving fans shocked and disappointed. That was until scanned copies of the roughs turned up on the web. At the request of DC, the site closed down on August 25th, but while it was up there, fans were fully able to download the images and create mirror-sites of their own. Can it really be that long before someone else posts a copy of it up somewhere on the Web? And how long before other 'lost stories' begin to follow... keep your eyes peeled while surfing – you never know what you might find. Not something you can mark out of ten, but as the site's author has his finger on the pulse of the industry, his homepages are worth bookmarking. (RC) **8**

**Baxendale of Bash Street** *http//www.reaper.co.uk/main.htm*

One rather expected more from the home site of the creative genius behind such standards as *The Bash Street Kids*, *Minnie the Minx* and *Grimly Fiendish*. Graphics relate only to fully self-owned characters such as *Baby Basil*. "Blot Art" is frivolous, and the short clip from his CD-Romic hardly made me dash for the credit card. The most recent entry appears to be a year ago, suggesting Leo got bored with the site. A pity. (DML) **3**

**Church of Fabry** *www.fegmania.freeserve.co.uk/fabry.htm*

Fan site dedicated to "Brighton's best comic artist" (akin to St.Kilda's best dressed man) it's as graphics based as you'd expect if a bit sparse in content. The *comixography* of Glen Fabry takes up less than a page for example. Nice gory self-mocking cartoon though by the Fab. Perhaps there's more flesh to drape on the bones in future but for now... (DML) **4**

**Dr. Strange: Sanctum Sanctorum** *www.docstrange.com*

A quite all encompassing site on Marvel's Scorcher Supreme. Well designed, with a quick download time, makes it easy to navigate. Although it lists all the magician's comic series and appearances, it can be a bit patchy with details of creators and synopses. News and gossip about possible appearances and movie details seem well researched and frequently updated. Its main fault is having no facility to enlarge some of the wonderful drawings and paintings executed by the likes of P. Craig Russell, Michael Golden and Kevin Nowlan. What no Ditko? Still worth a visit. (DCJ) **7**

**Eddie Campbell** *http://www.eddiecampbellcomics.com/*

The recently launched official Eddie Campbell site is slick, well produced and regularly maintained. Although the design differs wildly from page to page leaving the site without an overall look, each is pleasing to the eye and award against him overturned or dramatically reduced, it has come to light that **Wizard** among others, have already settled out of court.

### Retribution for you

Bill Terrell (william_terrell@hotmail.com), admitting he was bored on a rainy afternoon, posted this to the Comic Reader egroup: I found a new distribution company for all of us. There's just one thing – It's run by the mob! Try new **Retribution** Distribution company – "We get your message across"

That's right, the company that will save us all.

Publishers: Is there one of doze stubborn retailers that just won't carry youse book…? We'll make it so they can no longa's carry anything! You kapeesh?

Hey Retailers! tired of late or non-existent books from publishers? Well worry no more. If they're late – We'll show 'em what non-returnable REALLY means!

*Retribution Distribution...*
"We're killing the competition."

### Back with a bullet!

CONTRARY to popular belief, it was great news to hear that former Netmite Rich Johnston's *All the Rage* column and for that matter the whole of Silverbulletcomics.com website had been saved.

It appears that the only hiccup the hugely popular website experienced was in the e-commerce side of the business and all the features, news, discussion and links continued as normal. And for all of you who thought that you were going to lose your fix of Johnston and his outrageous rumours can find him by clicking on *www.silverbulletcomics.com* and following the links!

by Rob Cave (RC), David Johnson (DCJ), David McLintock (DML) and Steve Miller (SM)

easily navigable. This is your one-step resource for all things Campbell from **From Hell** to **Bacchus** and back, and the *Eddie's Shout* page, compete with instructions on what tipple to try next, is well worth a glance. (RC) **7**

**Lee's Useless Superhero Generator** *http://home.hiwaay.net/~lkseitz/comics/herogen/*
Described by **Maxim** magazine as "stupid fun" an opportunity to let the computer generate your very own hero (or team). Key in a few random elements and hey presto!, back comes the generator with names (ridiculous, usually) and powers (don't ask). OK, for a few minutes of fun only, but totally essential for the average Marvel hack looking for a B grade villain on a bad day. (DML) **2 to 8** (you decide)

**Lobo Animated** *http://warnerbrothers.com/pages/lobo/index.jsp*
Proving that Warner Brothers are nothing if not diverse this cheerful animation inevitably has the Main Man fraggin' as many bastiches as you can fit into each downloaded episode (current score: 803 scumbags fragged to date). The animation itself is hardly Oscar winning but there's plenty of guts 'n' gore for the Mothers' League of America to go apeshit about once they hear of it. Oh, and Lobo sounds most definitely Afro-American in accent. Shurely shome mishtake? (DML) **7**

**MadMagazine** *http://www.warnerbrothers.com/pages/madmagazine*
Some things never change as the electronic version of Bill Gaines once iconoclastic creation fully demonstrates. The jokes are as old as Stan Lee's toupee and the humour is so Sixties as to be positively painful. There are some "Madimations" to run including "Spy vs. Spy" and sicker (predictable) stuff. These are so-so. Does save you from being caught dead with the magazine itself though... (DML) **3**

**Tom's 2000ad Page** *futurecity.com/tattooine/sputnik/53/2000ad.htm*
Unofficial but not at all bad for that. Tom Allen's site is quite a good overview of **2000AD**, its characters and its creators. Absolutely bursting with links this is as good a place as any for the **2000AD** virgin to start. Graphics, text pieces, an A-Z of creators. A fine example of a fan site. (DML) **7**

**Unofficial Sam & Max Web Site** *samandmax.mixnmojo.com*
Sam & Max : Freelance Police sprang out of the b&w boom of the late 80s and ended up with their an acclaimed PC game from LucasArts and a Saturday morning cartoon show. This website does a pretty good job of tying all these disparate strands together, There's a breakdown of all their comic appearances, an episode guide to the cartoon show and lots of random ephemera. Loses marks for occasionally being difficult to navigate, but gains them again for having an up to date interview with Steve Purcell, Sam & Max's creator. (SM) **8**

**Unofficial Spider-Man Web Page** *http://www.spiderfan.org*
Plenty to surf through in this spider-fest of a fan site. Complete with all you would expect – the comics, Spidey on celluloid, TV, computer games etc., it only falls down a little by trying to include too much. But that's a minor quibble. Any site that includes fans with Spider-Man tattoos (gross) and a genuine real "No-Prize" (it's true) has to be worth a visit. Featured also is the e-zine *Peter Parker's Pad* plus fan art and (ahem) fan fiction. As a bonus download the tacky '60s theme tune, crank it up and annoy the neighbours, or anything else with a pulse for that matter (DML) **8**

## CI Net Discussion

http://www.egroups.com/community/comics_international

shame he had to introduce the Hulk LMD as it would have been far better if the Eternals had been in their own self-contained world.

**MIKE KIDSON** on that and Jack Kirby's return to Marvel in the 1970s: I had a lot of problems with **The Eternals**, and just about all of Kirby's return to Marvel, at the time. It was only a lot later that I realised he was trying to do all sorts of things that no-one else at Marvel could conceive of, like a genuinely funny slapstick superhero series (**Black Panther**) and an epic survey of comicbook genres (**2001**).

**The Eternals** bothered me particularly because Erich Von Daniken was such a best-seller and so obviously full of poo. But 15 years later, Von Daniken was just a footnote in the history of crank literature, and it was possible for me to see that **The Eternals** was a highly imaginative, well realised piece of work.

### Old style colouring

***GERRY ALANGUILAN** (inker on **X-Force**) responded to a thread on computer colouring with this (and from a 'modern' pro as well!):* For me it's undeniable that a lot of comics today look really good because of computer colouring, but I personally prefer how comics looked colour wise before computer colouring.

Steve Oliff showed how good comics that way would look with the proper talent at the helm. Check out the colouring on Jack Kirby's early **Captain Victory** coloured by Steve. Really good considering the limitations.

***MIKE KIDSON***: Agreed. Glynis Wein did some pretty ace work on those Claremont/Byrne X-Men issues, too: there *were* good colourists working with Dr. Martin's Dyes by the 70s.

### A month before the axe

*With Bob Harras's departure still a month away, **JAY EALES** responded to the question "What if you were editor in chief at Marvel" with:* I'd cancel all the dead wood titles for a start, and cut back on X-titles and Spider-titles to a maximum of two per 'family'.

Then I'd make sure that the very best of the creators I'd just put out of work got new assignments.

I'd do my best to mend bridges with some of the vaunted folks who, over the years had sworn never to work for Marvel again.

If I felt the need to increase the number of titles, I'd look at some of the better Marvel properties, with one eye on other media like movies or TV shows, anything that would get people outside of comics interested in them.

I'd start with a small core of titles first, and make sure they were working before trying to exploit them elsewhere. After all, who wants to buy a T-shirt of a crap character?

***MIKE KIDSON** offered:* Bring the prices down: if that means dumping the expensive paper stock and neat PhotoShop colouring techniques, so be it. US mainstream comics are just insanely overpriced.

Get out of reliance on the direct market: set up close links with newsstand distributors and establish production schedules which fit with newsstand distribution.

Do some serious market research, find out what would really interest kids in comics and produce material accordingly: if that means ditching continuity and throwing out half their character list, so be it. Characters with major merchandising potential could be maintained in low print runs aimed slowly at the direct market anyway.

How's that for starters?

### Blatant self hype?

*FORMER **Iron Man** artist **KEV HOPGOOD** joined the group and was immediately bombarded with questions about what he was doing next:* When Marvel comics imploded in the mid-Nineties, I, like a lot of other people had to find other avenues for my work. Since discovering how much you can get paid in the wider world of freelance illustration, I'm reluctant to commit to a regular 22 page book again. (Not that I wouldn't the odd one-off, cover, or trading card work if any editors are reading ...)

### Olympians off-topic

***MARTIN SHIPP** (maggshipp@aol.com) made a recent topical, but largely off-topic post:* Somebody was bitching about the Olympics forcing Buffy off-screen for the next few weeks.

To them I say:

1. It's only for a couple of weeks and the Olympics are arguably the most important and respected sporting event in the world.
2. Watch the gymnastics and appreciate how difficult it must be for Spidey or Daredevil to do what they do. Watch any sport and appreciate how hard it must be for superheroes to move they way they do. Partake in a sport and appreciate still further.
3. The brief hiatus might better synchronise *Buffy* on 2 with *Angel* on 4.
4. Who needs Buffy when there's Beach Volleyball??

*These are just a selection of the posts on the group which averages over 2000 messages a month and has a membership of over 200. Sign up and join the community!*

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# Q&A

**8 Trinity Road, London N2 8JJ**

***Baffle us with comics questions, or save us with answers!***

*PREEEEESENTING, the all-new all-different Q&A! As there are so many of you outnumbering us and constantly humiliating us with your desire for in-depth minutiae, we're getting our own back. With no regard for expense, we now have bolstered up our side with an entire panel of experts. Expert, now there's a funny word. Ex-pert, as in beginning to sag? A distant relative of expat? OK, we're going to repat our expats, repert our experts and hopefully amaze you with our combined comics IQ (somewhere in the region of our combined waistlines). You have been warned. ...Dez Skinn*

## Jim Steranko

**David Robinson,**
**26 Thorpe Park Road,**
**Peterborough, Cambs PE3 6LG**

WHAT IS the minimum number of volumes a Jim Steranko enthusiast (or cheapskate) would need to buy to own reprints of nearly all of his comics work?

*Mike Kidson replies: Unfortunately for cheapskates, very little of Steranko's comics work has been reprinted! His Nick Fury/S.H.I.E.L.D. stories were collected by Marvel last year although, as reported in CI, Steranko did not approve of the collection and urged fans not to buy it.*

*There have also been other reprints of some of those stories, but you'd have to track down the 1983* ***Nick Fury Agent Of S.H.I.E.L.D.*** *miniseries, which reprinted Nick Fury 1-4, or the first 20 or so issues of Marvel UK's Captain Britain weekly, from 1976-67, to find them.*

*UK annual publisher Grandreams put out a* ***Captain America Annual*** *in 1983, which reprinted Steranko's four issues of Cap's own title.*

*I'm sure Dez will be able to tell you which issue of the Marvel UK Romance Comics digest he edited reprinted the Steranko romance story from* ***Our Love Story*** *5. As far as everything else is concerned, I believe you'll have to search out the originals.*

*Dez sez: So much for passing the buck. Romance Comics Digest? Nope, got me there, Mike. Commited that memory to the recyle bin years ago. Brilliant, isn't it? Our first Q&A brains trust entry and I get stuck with having to answer an answer!*

## Mauretania

**John Robbins,**
**11 Avonmore Avenue,**
**Tallaght, Dublin 24**

GIVEN THE sense of mood and mystery captured in **Mauretania** comics of the late Eighties, it seemed proper that I should only discover copies by accident, and that just as casually as the title had whispered into my life, that it should whisper back out again with little or no ceremony.

Issue 16, I think, was the last issue I saw, though such was the timeless nature of these comics that I'm not sure if this emerged prior to Penguin's **Mauretania** book, or after it.

What was the final issue? And whatever happened to Mauretania creators Chris Reynolds and Paul Harvey?

I imagine a collapse upwards into the ether befell the pair, or that they now ride the shadow compartments of trains as they wend their way through the Welsh countryside. (I don't want to know if they both secured office jobs and are content with their lot as Systems Architects at the forefront of IT.)

*MK:* ***Mauretania Comics*** *is still alive and well, John – but you'll have to get online to find them, since they're only published on the Internet nowadays! To see the latest offerings on the Mauretania Comics 2000 website, go to http://members.tripod.com/~Mauretania/mauretania_comics.html*

*As far as I recall* ***Mauretania Comics*** *16 was published after the Penguin book, but you can check that and your other questions with Chris Reynolds by e-mailing him at: mauretania@hotmail.com*

## Storage concerns

**Rob Baldwin,**
**address withheld by request**

WHILE COLLECTING over the years I've managed to gather quite a few items of value (comics and original artwork) and am now a little uneasy about storing them at home. I was wondering if there is an archival storage company where I could store my more valuable items.

*Phil Hall: Aha, one I know a little about...*

*Years ago, when I had my shop and we'd just purchased a very valuable collection for very little cash, my then partner didn't want the comics to be kept in the shop.*

*We asked the local Barclays Bank who basically said the cost of a safety deposit box would not be cost effective. Private security firms offer a similar service to safety deposit boxes, but – and this is a killer – unlike* *banks who build the insurance cost of your item into the cost of a box, most security firms recommend you also take out independent insurance!*

*However, over the last ten years a number of insurance companies have recognised that comics are in the same collectables category as antiques, first editions, stamps, coins, and suchlike. Provided you can give the company a complete inventory of your prized items (and update the list regularly) with the cost to replace them as new/near mint, they will build a premium into your existing home insurance policy that will give you extra cover against damage, theft, fire or mice.*

*As a cost ratio, my own collection is insured for £20,000 and the premium is an extra £40 per year.*

## Their Rovin reporter

**Graeme Wasilew**
**68 Claremont Avenue**
**Maghull, Merseyside L31 8AL**

DID JEFF Rovin write any follow-ups to his **Encyclopaedia of Superheroes** and **Encyclopaedia of Supervillains**?

I only have the two that were published in about 1985.

*MK: Rovin's **The Encyclopaedia of Superheroes** (Facts On File, 1985) and **The Encyclopaedia of Supervillains** (Facts on File, 1987) were followed by **The Encyclopaedia of Monsters**, dealing with horror comics (Facts On File, 1989).*

*Since then Rovin has become a prolific author of books about movies and computer games and, most recently, a successful horror novelist: his only comics-related publication during the 1990s appears to have been a contribution to Adam West's **Back To The Batcave**, published in 1994.*

## La Comedie Illustree

**Gary Timms via e-mail:**
**gary.timms@ntlworld.com**

I RECENTLY bought copies of **Christopher: Promenade, Boulevards**, and **Vauxhall** (La Comedie Illustree) in France and am desperate to find out where I can get hold of further publications. Do you know of anywhere in the UK?

*Steve Holland: You might want to check out London's Gosh Comics (020 7636 4179). They're pretty good on European material.*

*MK: Other Christopher albums published by La Comedie Illustree include: **Monolithe I, Monolithe II, Matinale, Vesperale, L'huile Sur Le Feu, Dominos** and **Edifice**.*

*Where you might find any of these in the UK is another matter. Diamond has distributed some of the La Comedie Illustree titles in the past, so you might try searching through their **Previews** catalogue.*

*In the long run, though, you might find it easier to hop on a budget return flight to Paris with your shopping list! Check out **CI**'s Directory [page 70] for local shop details.*

## Denis Gifford

**David Robinson,**
**26 Thorpe Park Road,**
**Peterborough, Cambs PE3 6LG**

THANK YOU very much for printing my modest eulogy on Denis Gifford.

Do you know what has happened to his impressive and important collection of UK and US comics and other material?

*DS: One of the nightmare problems for collectors. What happens to their pride and joy when they die. Like most people on the London circuit, I knew Denis, and his collection. We're talking about possibly quarter of a million items. Original artwork, first issues, comprehensive yet eclectic. Worst of all... not catalogued.*

*Denis wasn't interested in values and grades, he simply loved the material. You could find a taped-up scarce golden age US title sitting next to a well-thumbed **Beano**, missing its free gift toffee bar. That would be kept in the fridge.*

*Making the disposal of his assets more complex. Denis's beneficary – his daughter – lives several thousand miles away, in North America.*

*In an amazing case of irony, only months before his death Denis would often comment at comic marts – knowing how ill he was – that "all the vultures are gathering round".*

*Apparently, following the deluge of calls to his widely-known phone number, a company was brought in to handle his collection. Unfortunately, they are not comics specialists and have no lists or expertise in creating such. It would be a great shame if the Gifford collection is simply disposed of, to avoid the work in cataloguing.*

*Hopefully, an announcement will be made before it becomes a fait accompli. Personally, I think it should sit next to the Rakoff Collection in London's Victoria & Albert Museum, so everybody can benefit from Denis's passion.*

*Hopefully we will hear more, from official sources, in months to come.*

## Foreign reprints

**David A. Roach, Cardiff**

I'M PUTTING together a book on Warren Comics, one section of which will deal with foreign reprints. I know about the GSP and Fleetway Comics of the '70s, but Thorpe and Porter brought out a UK version of **Famous Monsters** in '59 and I wonder how long it lasted.

I'd also like to know how many **Vampirella** paperbacks Sphere issued over here. I know there were at least three, with new covers by Gino D'Achille, but there were six in the US, so did Sphere issue all six?

I'd love to hear through your Q&A column from any fans on the continent who could let me know about Warren reprints over there – particularly in Spain

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where there were literally hundreds published!

*SH: As far as I'm aware, only three of the Vampirella novels came out over here: Bloodstalk, On Alien Wings and Deadwalk. A further three were published only in the USA (by Warner in 1976): Blood Wedding, Deathgame and Snakegod.*

*DS: On the UK **Famous Monsters** front, I think you'll find it was a failed experiment (I seem to remember a second UK edition, but that's all). Was there a third? One for a future issue's reader reply if anybody knows.*

*It was quickly replaced by the importing of the US original, in a similar way to nearly all the black and white editions of US comics published by Thorpe and Porter, among others, disappearing when HM Customs & Excise eased up in time for the November 1959 cover dates to open our eyes to four colour wonder.*

## Druids & Ruins

**Jamie Crowhurst via e-mail: JPCrowhurst@rocketmail.com**

CAN YOU give me any information on **Druids** and **Ruins** that Warren Ellis wrote for Marvel? Are there any plans underway to revive them?

*PH: **Druids** was **Druid**, actually (not plural). It was a miniseries with a distinct Ellis slant about onetime Avenger Dr Druid, the renamed Dr Droom – the original prototype for Doctor Strange. While there are no plans at the moment, new Editor-in-Chief Joe Quesada is a big Ellis fan, and probably reading this at the same time as you, so you might have put an idea in his head!*

***Ruins** was a two-part **What If...** type prestige format comic. The first part was excellent, but the conclusion was let down by appalling fill-in art.*

# Answer Updates

*Readers provide answers for previous issues' questions*

## Russ Manning

**David A. Simpson, via e-mail: david-a-simpson@beeb.net**

JIM GREER asked about Russ Manning stories appearing in the UK Tarzan comicbook published in the 1970s (*Q&A*, **CI** #123).

This initially fortnightly comic from Top Sellers began in 1971, running for just over four years and 100 issues of which the first 31 issues ran late-'60s US stories including some by Russ Manning

Issues 32 to 36/37 ran Russ Manning's daily *Tarzan* strip from the late '60s, well coloured and excellently reformulated for the comicbook page.

The same publisher also released a massive, tabloid-sized 144-page book called, simply, **Tarzan** in 1971 which included Gaylord DuBois and Russ Manning's adaptations of **Tarzan of the Apes**, **The Return of Tarzan**, **Son of Tarzan** and **Tarzan the Terrible**, and they later reprinted many Manning *Tarzan* stories in a thick Tarzan digest series, and in various specials.

Meanwhile, Brown Watson's **Tarzan Annual** for 1974 reprinted DuBois and Manning's adaptation of **Tarzan and the Ant Men**, while the 1977 release featured Manning's first story as regular **Tarzan** artist.

Finally, later issues of **Tarzan Weekly** and most issues of **Tarzan Monthly** in the late '70s reprinted Manning's Tarzan newspaper strip, although it was hacked about rather badly.

Additionally, DC reprinted lots of Manning strips in 100-page issues of their **Tarzan** comic, plus a single **Tarzan** digest while Dark Horse have reprinted Manning **Tarzan** comics in book form.

## Hereward the Wake

**Steve Holland, via e-mail: steve@uworldst.demon.co.uk**

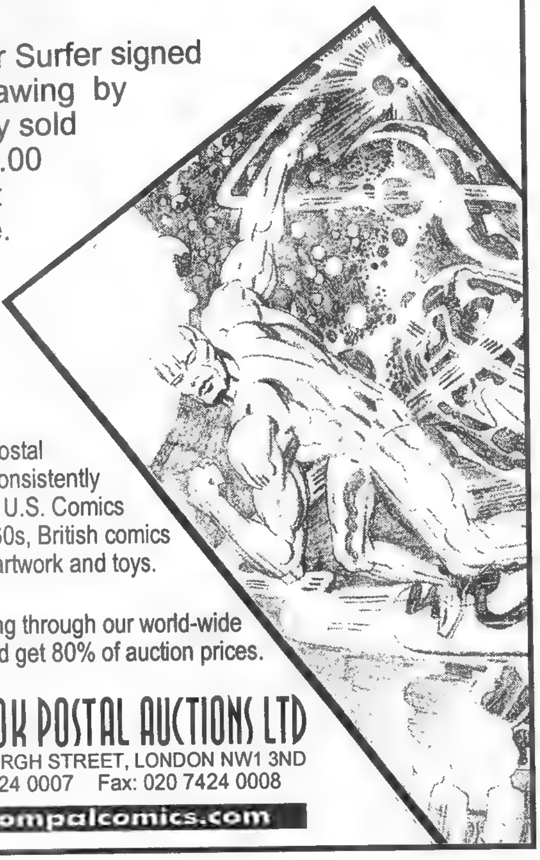
WELL, I did promise to dig out the info when you printed it... Re: *Hereward the Wake* (*Q&A*, **CI** #122). The strip appeared in **Victor** #111-120, 6th April to 8th June 1963. No idea who the artist or writer were. And definitely "seriously obscure", as you noted.

## Wilkinsons Byrne art

**Bill Collins, 18 Balmoral Drive, New Invention, Willenhall WV12 5TT**

IN REPLY to Steve Overton's question (*Q&A*, **CI** #124): About 18 months ago I was in Wilkinsons' Dudley store, and noticed that one of the posters featured a headshot of Sue Storm (with early '80s Byrne era bob).

Another – an anti-shoplifting poster – had a headshot of a security guard in shirt and peaked cap. It struck me that this was in fact Byrne's Clark Kent minus glasses. I thought it was just me needing to get out more, so I'm glad someone else spotted this!



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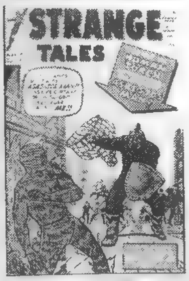

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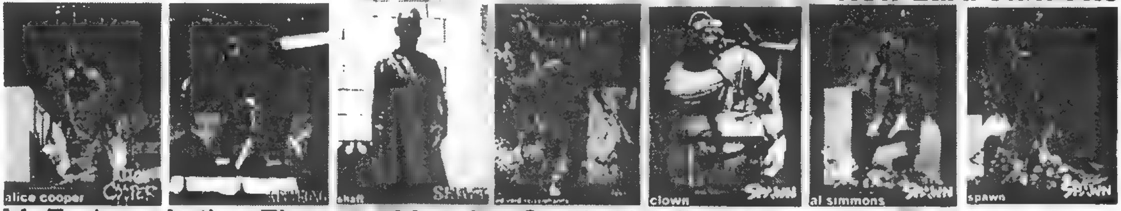
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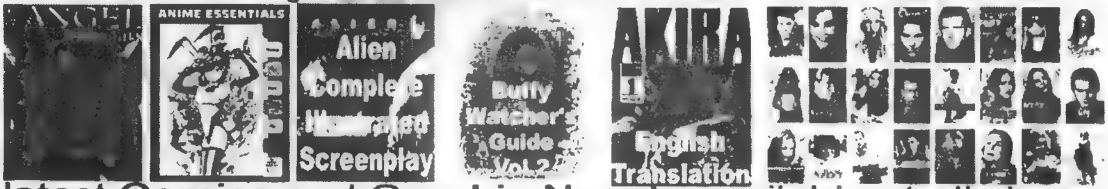
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# Reviews

*Because few retailers allow titles to be read before purchase,* ***Comics International****'s comprehensive reviews section enables comics readers to keep abreast of the wide range of titles currently being published and draw readers' attention to comics they might otherwise ignore. Naturally, this section is of even greater benefit to readers who rely solely on mail order, as they can only judge the quality of a title after purchase.*

***Review codes:*** *Individual titles are judged against all similar comics past and present on a* ***1*** *to* ***10*** *basis, while a comparison is made against previous issues of the same title, ranging from <---> to <+++>. Hence, a quality comic may score an 8 against all others, but have slid from a previous issue's 9, denoted by <->. No change is marked <=>. We do not compare* ***Bone*** *with* ***X-Men****, but review each within their genre.*

***Review panel:*** *A. Tahsin Bhuiya (ATB), Jon Edwards (JE), Stephen Hall (SH), Rol Hirst (RH), Adrian Kermode (AK), Mike Kidson (MK), Tom McSween (TM), Rob Nott (RN), Marcus Nyahoe (MN), Chris Rice (CR), Chris Spicer (CS), Alex Thompson (MAT), Reuben Willmott (RW)*

## Dark Horse

### DHP Annual 2000

by various

Behind a very poor Joe Chiodo painting – for some reason also featured as CI's April cover – this 64 page black and white anthology is given over to five female characters. For some reason, I thought. But it's really good. Ian Edginton and Mike Deodata score top for their clever little Xena's Gabrielle story, while the Star Warrs Aurra Sing strip and the Ghost Sihouette offering are enjoyable too. Basically though, they're let down by the Buffy strip and the Spyboy spin-off Bombshell, which read very much like fillers. (TM) 7

### Space Circus 1-2

by Evanier & Aragones; Maverick

The Groo creators recently had a taste of SF parodies in their seriously funny Star Wars spoof comic. Obviously this whetted their appetites, as they're now following it up with their own SF four-parter. But it's just a bit ho-hum. It goes through the motions, but fails to inspire. Formulaic is the word which best sums it up. (TM) 5

### Spy Boy 11

by David & Mahn + Lee

Because it's not got Marvel or DC's profile, this Peter David title is sadly neglected. Maybe that allows for a more relaxed approach to writing, because it's great. Issue 9's splash had the most original joke resolution of a cliffhanger I've ever seen. Artist Pop Mahn has synthesised manga into mainstream actioners effortlessly and it's a really fun concept. Each issue is a perfect jumping-on point, so a story synopsis really is unnecessary. It also has the most original cover designs anywhere. (TM) 8

### Star Wars: Darth Maul 1

by Marz & Duursema + Magyar

Six months prior to *The Phantom Menace*, Darth Sidious sends his Sith apprentice to strike at the vast criminal organisation Black Sun. Ron Marz's script and Jan Duursema and Rick Magyar's bold art combine effectively to tell us what we already knew; Maul is cool! (SH) 7

## DC Comics

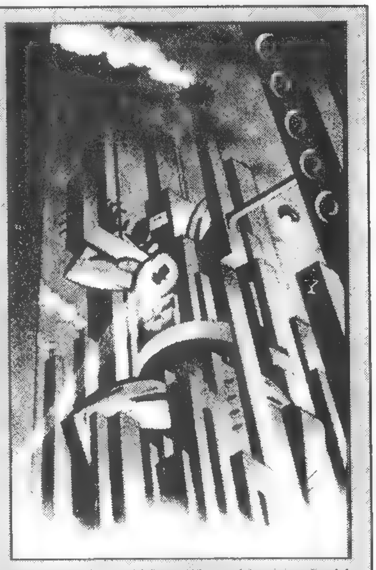
### Action Comics 770

by Kelly & Kano

<+> *The Emperor Joker* story comes to a close, as Superman manages to convince the rest of the inhabitants of his insane world that The Joker must be stopped. Unfortunately, the Clown Prince of Crime has decided that nothing less than the destruction of everything is definitely the next step, and Superman has to discover the only thing The Joker can't erase from existence. A fabulous end to the best multi-part Superman story since his temporary death. The quality has kept up right across the varied creative teams, but Kano's expressive art, and Joe Kelly's smart snappy dialogue have stolen the show from the others. And Kano does such a cool Joker. Classic stuff. (CR) 8

### Batman: Ego

by Cooke



A weary and despairing Bruce Wayne is confronted by a representation of his Batman alter-ego, which symbolises his fear and rage. This is a thorough, intelligent and quite exhilarating examination of the Bruce Wayne/Batman character. Writer and artist Darwyn Cooke, who previously worked on *Batman: The Animated Series*, has made a stunning comics debut. The art owes much to the animated style, but the figures are more lifelike. One of the best Bat-books this year. (SH) 9

In the early years of his career, Batman is shaken when he unwittingly sparks a double murder and suicide. His guilt takes on a life of its own, and all his fears rise to the surface as he confronts a huge warped version of himself, and has to decide whether he is up to living the life he has chosen. An extraordinary debut from another alumnus of *Batman: The Animated Series*. The art is astonishing, similar to Bruce Timm's, but also reminiscent of Alex Toth, and the page layouts are beautiful. The story is a little hokey, but effective and powerful. The superior Bat-offering of the year. (CR) 9

### Adventures in the Rifle Brigade 2

by Ennis & Ezquerra; Vertigo

<=> Gerta Gasch tries to destroy the morale of the British army's finest, in an issue which reveals the real reason why they went on a commando raid. An hilarious read from start to finish, where Garth Ennis only just manages to get away with repeating some of the ideas used in the first issue. Carlos Ezquerra's art creates the right tone for this miniseries by never letting anything look overly grim. (ATB) 7

<=> More mirth, mayhem and mickey-taking as the plucky boys from Blighty face fiendish interrogation at the hands of Gerta Gasch of the Gestapo! Either this issue suffers from a distinct lack of plot or the joke is already starting to wear thin, but there were fewer laughs per page than last issue. (AK) 6

<=> Rarely has fiction captured the harrowing suffering and the realistic horrors of war so well as Adventures in the Rifle Brigade. Forget the in-depth characterisation of *The Deer Hunter*. Forget the suffering in *Platoon*. Forget the madness of *Apocalypse Now*. This comic shows war the way it was – with dialogue so realistic it could have been lifted from Winston Churchill's History of the Second World War. Garth Ennis has clearly done his research and understands only too well that war is hell, but it makes for a damn funny comic… (RN) 8

### Aquaman 72

by Jurgens & Epting + Rapmund;

<-> Even within the Warlord's territory Arthur plays king, getting Travis's crew to follow his lead in the search for Valgos, while Garth finds a large number of dead fish near the mystical disturbance he sensed. A decent issue in which Arthur looks more sensible than Travis, until he underestimates Valgos's magic. His lair looks superb, too – a wonderfully enormous skull eerily drawn by Steve Epting and Norm Rapmund. (ATB) 7

### The Authority 18

by Millar & Weston + Scott + Baron; WildStorm

<=> After the major rescue operation in New York, the Authority turns its attention to San Francisco, where the next disaster is a volcano, followed by a swarm of flesh-eating bugs. Not only does Mark Millar's writing provide the non-stop action and faultless dialogue synonimous with this title, but he also comes up with a great ending in which the Midnighter finds out who's responsible for the worldwide chaos. Frank Quitely hasn't been too badly missed, because the guest art team has delivered excellent visuals. (ATB) 8

<-> Suffering from the absence of Frank Quitely (Chris Weston's art is a valiant effort, but he's not in the same league), this latest storyline seems to ramble. At least this allows Mark Millar to develop the characters, and the final sequence with the Midnighter interrogating a villain in a prehistoric prison is as ingenious as anything we've seen in this book. (RH) 5

<-> Mark Millar makes some good points about how much more powerful the real forces of nature are compared to any spandex-clad power fantasy, but this story fails to grip the attention that earlier efforts did. Let's hope this title isn't running out of steam so soon! (AK) 6

### Batman 582

by Brubaker & McDaniel + Story

<+> Despite the cover still crediting Larry Hama, this is Ed Brubaker's first issue, and perhaps suffers from the weight of expectations. It's an exciting, character-based story that demonstrates a good understanding of both Batman and Bruce Wayne, but the villain might as well be Marvel's Taskmaster. (RH) 7

<+> Batman is faced with a difficult decision, as he tries to save a friend from himself. Jeremy Samuels was head of security for Waynecorp, before a bomb wiped out his wife and child. Now he's turned to a life of crime, not caring whether he lives or dies. And who is the mysterious costumed character helping him? Ed Brubaker roars onto his first mainstream superhero book, probably the last place you'd expect to find the former small press slice-of-life cartoonist. And he's adapted very well. His characterisation is perfect, and this is a promising start for him. Scott McDaniel is the best artist working on the Bat-books at the moment. This is – without doubt – the best Batman title currently published. (CR) 8

### Batman Annual 24

by Ostrander & Aparo + Buscema

This year's DC Annuals have generally been of a high standard, but this Yorkshire-based tale is a real stinker. The cliché-ridden story involves a spooky castle on the moors, its creepy owner, a beast on the loose, and lots of tea-drinking. The usually excellent John Ostrander does an appalling job with a script that even has the child cast sounding like Enid Blyton characters. (SH) 3

### Batman: Dark Victory 11

by Loeb & Sale

<+> Despite being behind bars, everything goes to plan for Harvey Dent when he appears in court to defend himself. A lively issue, which shows how easy it is for the Hangman to avoid being caught by Batman, who is preoccupied with not only trying to figure out what Two-Face is up to, but also helping Dick exact revenge on Zucco. Unfortunately, no clear visuals are provided for the surprise appearances of Poison Ivy, Mr Freeze and Solomon Grundy. (ATB) 6

## Batman: Gotham Knights 8

by Grayson + Azzarello & Robinson + Floyd + Risso

<+> The appearance of two Catwomen is an unusual start to an issue featuring a wannabe Batman who – when under the guise of a psychologist – gives Bruce Wayne an uncomfortable time on the couch. Not even the black and white contribution (a fairly interesting story about how Batman and a murderer perceive power) from the excellent 100 Bullets duo of Brian Azzarello and Eduardo Risso can outshine the main feature, enhanced by its smooth illustrations by Roger Robinson. (ATB) 7

## Birds of Prey 22

by Dixon & Guice + Sienkiewicz

<-> Monkey madness abounds as a permanently confused Black Canary finds herself enlisted by Blockbuster to join a supervillain strike team to locate Ape City. The legendary Bill Sienkiewicz makes a rare return to comics this month, inking some of Butch Guice's crisp pencils. Shame that the covers are so consistently poor. (RN) 6

## Deadenders 7

by Brubaker & Pleece + Case; Vertigo

<+> As with 100 Bullets, this latest Vertigo serial began weakly, but improves every issue through spot-on character writing and a touching, human script. It's a bonus too that we never really know where the plot will take us… who'd have thought Sophie would stay with Daniel? (RH) 8

## The Dreaming 53

by Kiernan & Hojgaard + Randall; Vertigo

<+> Kittikachorn disappoints Ashaira by failing to get the tape from the Corinthian, but when heard by mortal ears, the tape proves to be a dangerous form of supernatural communication. Being on the receiving end of vengeance, the Corinthian is not coping well with his current status in an intriguing issue, where Christian Hojgaard puts a cute gremlin within Ashaira's collection of marvels. (ATB) 7

## Flash 165

by Johns & Unzueta + Hazlewood

<+> In a world without Flashes, Wally finds himself partnered with Captain Cold (an unlikely combination, given Cold's turn to the bloodthirsty), trying to find a way home. The sooner the better, we've seen this too many times before. And if there's a world ink shortage anytime soon, blame Doug Hazlewood – he's used most of it here! (RH) 6

## Gen$^{13}$ #56

by Mariotte & Benes + Russell; WildStorm

<-> If you like to see girls walking around in their underwear with their breasts thrust forward, then this is undoubtedly the book for you. Somewhere amongst the impossibly slender female waists and routine artwork is a brainless storyline about Caitlin confronting old enemies in an effort to regain her superpowers. But frankly, with all this cheesecake being served, who's following the plot? (JE) 3

## Hellblazer 153

by Azzarello & Frusin; Vertigo

<-> Despite deliciously atmospheric art from Marcelo Frusin, Brian Azzarello's second Hellblazer story just doesn't seem to be taking off. It's packed full of creepy moments – as you'd expect from this talented writer – but the overall direction seems to be wandering. (RH) 5

<+> This issue opens with a flashback to John Constantine's old punk band which, strangely enough, looks different each time it makes an appearance. This time round it looks like Billy Idol's backing band circa 1982. Doesn't anyone know what new wave bands looked like in 1977? But that aside, Brian's second story arc is shaping up well in a small town gothic kind of way. (RN) 7

<-> After a promising first story arc Brian Azzarello is really letting the side down. This feels like a different character trying to impersonate Constantine; can anybody seriously see John as a young punk? The dialogue is getting worse by the issue. The art is atmospheric, but everybody seems to wear a perpetual scowl. (MN) 5

## Hitman 54

by Ennis & McCrea + Leach

<+> After turning her back on the CIA, Kathryn McAllister finds it nearly impossible to win the trust of Tommy Monaghan, but she eventually does that and even more in the explosive and emotionally charged last pages of this issue. The art is excellent in every panel, the best visual being of a worried Tommy, after seeing a videotape featuring a future adversary. Unlike with Preacher, it seems Garth Ennis has no intention of slowing down the pace of this series as it heads towards its grand finale. (ATB) 9

<=> Enter Kathryn McAllister (that's Dana Scully to you and I), a new ally in Tommy's final battle… and a further complication in his relationship with Tiegel. Tying together various unresolved plot threads, this builds well despite being largely conversation. Great *Star Wars* gag, too. (RH) 8

<+> Another old bit-player is reintroduced into Tommy's life to move the plot along, as the mysterious CIA cranks up the pressure he's under. Garth Ennis is taking his time setting up this story, but the mounting tension makes it all worthwhile.

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Meanwhile, the art team turns in yet another good effort. (CS) 7

## Jenny Sparks: The Secret History of the Authority 3

by Millar
& McCrea + Hodgkins; Wildstorm

<-> This issue doesn't just concentrate on Jack Hawksmoor's origin, but also provides the reason behind the surgical transformation. The extent to which he uses his power (to take on a dangerous, sentient city from the far future) is an unexpected visual delight, although it is not smoothly linked to the ending here. (ATB) 7

<-> Jenny inducts Jack Hawksmoor to aid in the battle against one of those all-powerful alien invasion-type thingies that will soon be Authority cliché. Something unsatisfying here – perhaps it's that we really don't learn anything new about Hawksmoor himself. And John McCrea continues to relish killing superheroes by the sky-full. (RH) 6

## JLA 46

by Waid & Scott + Propst

<+> In the aftermath of the battle with Ra's Al Ghul, the League has to decide whether to sack Batman. No surprises here, and although Mark Waid handles the decision well, it's a mistake getting rid of the most interesting character. The fill-in art team is so indistinguishable from the regulars, we hardly notice that Howard Porter has left an issue early. (RH) 6

<=> It's judgement day as a shocked Justice League decides whether or not to expel Batman from its ranks, neatly brushing aside the fact that for all intents and purposes, Batman is practically 51% of its offensive and defensive capabilities. Mark Waid handles the intensity of the feelings among the betrayed members very well. A fine conclusion to the story. (RN) 7

<+> The JLA attempts to stop Ra's Al Ghul's forces unleashing a deadly plague. A huge improvement on recent issues, as Mark Waid stops trying to match previous scripter Grant Morrison's huge events and concentrates on characterisation. The fill-in art is of a comparable standard to usual, which may or may not be a good thing. (CS) 7

## The Secret Society of Super-Heroes 1

by Chaykin + Tischman
& McKone + Palmiotti

An interesting *Elseworlds* tale with some nice ideas: an ageing Superman having a heart-attack, a paradise Phantom Zone, Bruce Wayne's father as Batman... but so far this story is going over ground already covered in Watchmen, Squadron Supreme and others. Mike McKone and Jimmy Palmiotti produce a wonderful League, though. (AK) 7

## JLA: 80 Page Giant 3

by Johnson
& Eaglesham + various

An enjoyable old fashioned story about major events erased from Earth's history only to reoccur. Traditional clear art and a tight script make this the sort of comic that gets people hooked for life. A wonderful superhero yarn, pity about the $5.95 price tag, though. (MN) 7

## Legend of the Hawkman 2

by Raab & Lark

<-> Sending the Urn of Thasaro back to its home planet doesn't turn out to be such a good idea, since one of the Thanagarian councilmen wants Thasaro freed again. So far, this has been very disappointing and the themes that Ben Raab covers when focusing on Katar and Shayera Hol's relationship have been handled with a complete lack of originality. The crisp illustrations by Michael Lark totally show up this poor plotting. (ATB) 5

## Legends of the DC Universe 33

by DeMatteis & Zulli + Locke

Hal Jordan sees many faces from his past, those within his heaven and others who no longer recognise him. This is competently handled by J. M. DeMatteis, who uses a plot device from *The Crow* for the way in which The Spectre handles a hostage situation. The art isn't great, but it makes the story easy to follow. (ATB) 7

<+> The beginning of a four-parter starring Hal Jordan in his new role as The Spectre. Hal encounters figures from his past as he struggles to come to terms with his new state of existence. Writer J. M. DeMatteis and penciller Michael Zulli are perfectly suited to this spiritually-inclined material. (SH) 7

J. M. DeMatteis takes on the Spectre, and gets to play around once more with concepts of life, death and the afterlife. Thankfully, he keeps his New Age hippie tendencies in check, favouring instead strong character writing (a sympathetic take on Hal Jordan – at last!) and a cracking script. Michael Zulli's art is well-suited to the subject matter. (RH) 8

## Lucifer 6

by Carey & Gross; Vertigo

<=> Continuing a one man crusade to get this comic the attention it deserves, I'm climbing onto the rooftops again with a loud hailer to tell you that Mike Carey is producing a work of genius in the dark fantasy genre. His portrayal of Lucifer as an amoral, confident, Machiavellian figure works beautifully, and every page is literally dripping with fantastic ideas, concepts and imagery. And Peter Gross's art is just perfect for this title. Please buy it. (RN) 8

## 100 Bullets 15

by Azzarello & Risso; Vertigo

<=> Back to the main story (?) after a few issue's diversion, a young gang member is offered the chance to make it even with the father who deserted him. Brian Azzarello continues to let the unpredictability of human nature carry the plot in interesting directions, and Eduardo Risso delivers yet another moody, cinematic treat in the art. (RH) 8

## Promethea 10

by Moore
& Williams III + Gray + Cox;
America's Best Comics

<-> This will be remembered for featuring one of the longest sex scenes in the medium of comics, as Sophie continues her magical education with the help of Jack Faust. The incredible illustrations and dense dialogue makes it impossible for anyone to simply accuse Alan Moore of titillation, since he heavily uses sexual and religious analogies here. (ATB) 8

<=> Grant Morrison claimed that Invisibles was magick, but it's Promethea who really lives up to that claim, and this month Alan Moore presents us with 24 pages of tantric sex magick and a crash course on hermetic symbolism along the way. Gorgeous, and yet strangely not erotic, considering its subject matter. This is undoubtedly one of the most psychedelic comics ever. (RN) 8

<+> The tastefully handled sex issue! Promethea learns more about magic by bedding a dirty old man, sorry, I mean learned magician. This is far more sensual and erotic than Alan Moore's own Lost Girls series, and funnier with it. As usual J. H. Williams III and Mick Gray's art along with Jeremy Cox's colouring make this the most sumptuous

## Preacher 66

by Ennis & Dillon; Vertigo

PREACHER
GARTH ENNIS
STEVE DILLON

<=> There are some popular characters who just can't stay dead, but one surprising death occurs in an otherwise sweetly-written finale, that doesn't lessen the emotional impact of the previous issue. As well as Steve Dillon's excellent art, there is a great pin-up gallery, with Brian Bolland's contribution, featuring Arselace, good enough to have been a cover for a past issue and Bruce Timm outdoes himself with an impressive Jesse/Tulip/Saint of Killers full-page image. (ATB) 8

<+> Did you really expect an unhappy ending? Did you really think they wouldn't ride off into the sunset? Way beneath his cynical, controversy-baiting exterior, Garth Ennis is a huge sentimental dope. Heck, he even redeems Cassidy! OK, so he cops out on the *Search For God* plotline, but was anyone really reading this book for big theological answers? (RH) 8

<---> I'll probably be the lone voice here, but I wish issue 65 had been the final episode. All the pathos and drama of last month is neatly crumpled into a small paper ball and thrown carelessly into a waste paper bin as the main protagonists come back to life in time for a Hollywood-style happy ending. Garth Ennis comes up with a good enough reason for this, but it just leaves a sour taste in my mouth after so many years of excellent stories. As Johnny Rotten once said "Ever got the feeling you've been conned?" (RN) 4

<+> Whelp, that's it. The best comicbook of the Nineties comes to a close, as the Saint of Killers finally meets his maker and the rest of our cast come face-to-face with the rest of their lives. And considering that virtually the entire cast was slaughtered last month, it's a credit to these two creators that they manage to pull off such an astonishing and heartfelt finale. After last month's issue there was a lot of speculation on how Garth Ennis would round things up, it couldn't have been any better! This book has resonated with me like no other, and – despite the ultra violence, outrageous humour and sex – this was a story of friendship, probably the most important thing in the world. When I first saw Steve Dillon's art about 14 years ago, I'd never have imagined he could produce work of this calibre, but I doff my cap to both of these gents. (CR) 10

<-> Preacher has hit so many high points that this last issue was always going to be an anticlimax. Certainly there are parts which feel like they've been glossed over or are inconsistent with past events, but this is a fine ending to what has been the best ongoing series of the last decade. (CS) 8

<+> Garth Ennis's rumination on the American dream has been a roller coaster ride – from the down and dirty, to the high and mighty – but its central narrative always surrounded the relationship between possessed Jesse, pistol-packing Tulip and Irish vampire Cassidy. With this relationship resolved in a non-too overly sentimentalised fashion, Jesse's quest for God is similarly concluded in a spectacularly nihilistic fashion. Hopefully both aspects of Ennis's scripting will be remembered aside from the edgy violence and humour currently earning them infamy. A rightfully classic series. (MAT) 9

<-> Is it possible that last year Garth Ennis died leaving the editor to ghost write the final issues? I can't help but feel short-changed by the conclusion to this generally excellent series, especially as one smug character doesn't get his comeuppance. Ennis and Steve Dillon should be congratulated for producing an essential read for 66 months with no fill-ins or lateness – something almost unheard of. The overall series is worth a 9 but not this anticlimax finale! (RW) 5

looking book on the stands. (RW) 8

### Steampunk 5

by Kelly
& Bachalo + Friend; Cliffhanger

<+> The first story arc ends in all-out action, with Cole finding out how Absinthe reached his current position of power. An enjoyable lively read, but more variation in the colouring is needed for the densely-packed illustrations. The revelation at the end of this issue suggests there will hopefully be more to this series than just the ongoing battle between the underdwellers led by Sir Robert Peel and those who follow Absinthe. (ATB) 7

<=> Although still falling foul of Joe Kelly's busy dialoguing and Chris Bachalo's hectic art, this book's title starts to make sense with the conclusion of its first arc. Hero Cole Blaquesmith leads the revolutionary forces against evil overlord Absinthe in full techno-Victoriana glory. A definite grower, this book rewards repeated reading. (MAT) 7

### Supergirl 48

by David & Kirk + Riggs;

<+> Grief over Richard's death turns to anger, as Supergirl lashes out at Doctor Smith. This proves to be a fatal mistake on her part, reminiscent of the golf scene in *Falling Down* [the 1993 Michael Douglas film]. Peter David delivers a very enjoyable issue, making the Maid of Steel's life even more unpleasant as she seems to have used up all her mental strength in trying to cope with recent events, allowing Carnivean to take advantage of her. Despite Leonard Kirk not giving Lex Luthor the villainous image that makes him distinguishable from any other baddie in the DCU, the rest of the art is very good, especially the flaming visuals. (ATB) 8

<+> A particularly strong issue of a series which has included more challenging themes and realistic characterisations than were expected. The skills of writer Peter David and penciller Leonard Kirk (Gary Frank's underrated successor on the title) are exemplified by a striking scene involving Supergirl and Lex Luthor which turns from high drama to comedy and back again without missing a beat. Supergirl's descent into becoming a fallen angel begins here. (SH) 8

### Superman: The Dailies

by Siegel & Shuster + Cassidy
+ Boring; DC/Kitchen Sink

Reading reprints of crudely-drawn early 1940s comics can make you wonder what all the fuss was about. Many early Superman stories were often little more than gag strips. But these collections of the newspaper strip shows just what captured the imagination of wartime America. At $14.95 for 176 pages, they're also far better value than most DC collections! (TM) 9

### Superman: Last Son of Earth 2

by Gerber & Wheatley + Chuckry

<-> Steve Gerber avoids the complete mirror version of Superman's origin, as the Man of Steel finds out that he was not the sole survivor of the doomed planet Earth. What makes this disappointing is Lex Luthor's role, which is too similar to that in another *Elseworlds* tale, JLA: Created Equal. The art is nice, but there are no outstanding visuals. (ATB) 5

<=> This *Elseworlds* tale of a Superman born on Earth and sent to Krypton as a baby takes a surprising turn in this concluding chapter as Kal-El becomes Green Lantern and returns to a post-apocalyptic Earth as its saviour. Writer Steve Gerber's refreshing spin on the Superman legend is complemented by Doug Wheatley and Chris Chuckry's lavish art. (SH) 7

### The Titans 20

by Faerber + Grayson
& DeKraker + Lanning + Wong

<=> Vic gets his chance to become human again, while Wally tries to talk Jesse into rejoining the Titans. Another pleasant read that marks the departure of one of the long-term members of the team, while Andy Lanning clearly shows why inking help from Walden Wong was necessary, in his struggle to cope with Adam Dekraker's delicate pencilling. (ATB) 7

### WildCATS: Ladytron

by Casey
& Canete + various; WildStorm

Maxine Manchester is taken back to the home from which she escaped, but is then freed in order to find a fellow cyborg. Her capture, and her marriage vows to Stanley are the best parts of an otherwise disappointing tale. The art would not even be good enough for the regular title ongoing series, let alone a $5.95 prestige format oneshot. (ATB) 2

## Image

### Kin 6

by Frank; Top Cow

<=> Even with help from an unexpected source, Bob only gets as far as feeling the presence of his kin, instead of finding them. After the promising early issues of this miniseries, this is a disappointment. There's nothing too bad about the art, but the extra pages are not enough to prevent the script having a rushed feel, especially in the way that Gary Frank handles Lucy's departure. (ATB) 5

### Hellspawn 1

by Bendis & Wood;
Todd McFarlane Productions

Spawn: "You tell me what this is all about?" Clown: "Figure it out yourself." Spawn is obviously not the only one completely baffled by Brian Michael Bendis's skimpy script. Although initially eye-catching, phrases like "style over content" and "one trick pony" readily spring to mind concerning Ashley Wood's artwork. He really needs to add some colour to his

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monochrome palette too. (RW) 4

## Sam & Twitch 14

by Bendis & Crain + Glapion; TMP

<+> This is a book that shines brightest in its one-off fill-in tales. As before, Brian Michael Bendis adopts an unusual but effective approach as we see Sam and Twitch respond to a straightforward domestic murder, before finding what sparked it off in a separate story. (AK) 7

<-> A self-contained mystery, as Sam and Twitch are called to a murder; a single gun-shot wound. The only suspect isn't talking, and there's an egg cracked over the body. So what happened? Brian Michael Bendis is by far the best in a field that currently contains a lot of high quality crime writers. He has an excellent ear for dialogue, and seems to have a never ending fount of inspiration. I suspect he must have a dozen muses locked up in his attic. He uses a wonderful conceit in splitting the tale, making a small story that is much more impressive. Clayton Crain does a good job, but not quite up to par with Angel Medina, the regular penciller. Unfortunately the association with Spawn is putting a lot of people off, but if you like Bendis's Powers, you really should be reading this. (CR) 8

## Savage Dragon 77

by Larsen; Highbrow

<+> Reality now altered, Dragon finds many dangers and surprises await him within the ruins of Chicago. This book entertains and intrigues, but is also endemic of certain current US comics where, rather than learning from the past in order to advance the medium, they instead retreat wholesale to the past – appealing only to older, nostalgic fans while further alienating the mass market. (JE) 7

## ShockRockets 5

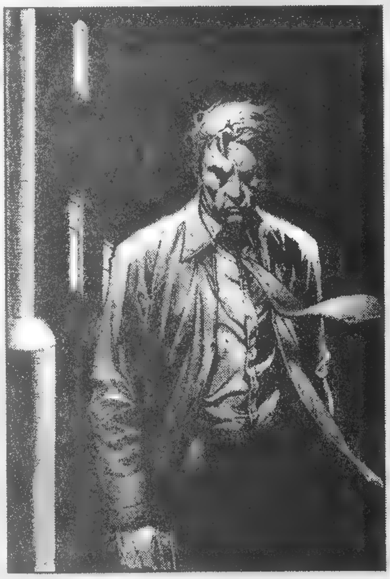
by Busiek & Immonen
+ von Grawbadger; Gorilla Comics

<+> Alejandro indulges in further experimental activity with the ship interfaces, then he and Melina return to find their base under a surprise attack. The major destructive event makes this a lively read and after all the mayhem, Kurt Busiek keeps everything interesting when Alejandro acts as the saviour. (ATB) 7

<=> Alejandro Cruz is newest member of the ShockRockets, a force of unique Alien-hybrid fighter ships, that are the Earth's main form of defence. Now he's discovered that the ship's interface with its pilot is far deeper than anyone had thought, but while demonstrating his theories to another pilot, their base is attacked by a mysterious squadron of ships that also appears to possess the same technology. And there are a lot more of them. Stuart Immonen is definitely producing the best stuff of his career here, and Kurt Busiek's story is getting more interesting as the series continues, even though you get the impression he's cruising. (CR) 6

## Midnight Nation 1

by Straczynski
& Frank + Gorder;
Top Cow/Joe's Comics



The search for a brutal killer leads Detective David Grey to a confrontation with supernatural forces, in a less-than-adequate debut issue, where J. Michael Straczynski gets stuck in the land of clichés with the first half of the script, but the element of weirdness makes it more interesting towards the end. Gary Frank provides more detail than usual, and Jason Gorder adds respectable inking, making a few of the panels as smooth as Frank's previous work on The Incredible Hulk, Supergirl and Gen$^{13}$. (ATB) 5

A cop investigating a murder is drawn into a mysterious realm when he tries to hunt down the killer. This issue makes a slow start, but soon picks up the pace as the mystery thickens. The art is detailed and lushly coloured. A good start to a promising series. (CS) 7

## Spawn 98

by Holguin + McFarlane
& Capullo + Miki; TMP

<=> While Spawn and Angela consider a means of defeating the demon Urizen, Wanda learns that her pregnancy is at a more advanced stage than she realised. The dynamic, detailed visuals have lately lost some of their freshness and, although individual issues have occasionally been well written, overall the series has long-ago lost its momentum. (JE) 6

<-> Spawn goes another round with Urizen as Angela tries to hold back the Host of Heaven – and that's it. I know they're building up to something big in #100, but a little plot development would be nice in the preceding issues, otherwise all you've got is pretty padding. (AK) 7

## Warlands 9

by various; Dream Wave

<+> Although Pat Lee may receive the most praise for his anime style pencilling, it is the colouring team that deserves the bulk of the credit on this title. It is outstanding the computer assisted light and shadow effects they manage to create. Storywise (with the usual motley assortment of elves, vampires, orcs and demons battling it out over magic armour) it's all fairly standard epic fantasy heroics, I'm afraid. (MAT) 7

# Marvel Comics

## Amazing Spider-Man 22

by Mackie & Romita Jr + Hanna

<-> When Howard Mackie first reintroduced the Stacy family to Spidey, they were an intriguing prospect. Years later, they're caught in what must be one of the longest-running unresolved subplots in the history of comics, along with the sinister and all-powerful Senator Ward. A prize for any reader who gives a hoot about all this any more! (RH) 3

<=> Its become something of a cliché to compliment John Romita Jr's art in Peter Parker, yet bemoan the hackneyed and directionless storylines. Unfortunately his move over to Amazing fares no better. Although it appears that the trailing core plot surrounding Senator Ward is beginning to be tied up, it fails to cohere. Oh, well… at least the artwork is nice! (MAT) 4

## 4: A Universe X Special

by Ross + Krueger
& Anderson + Blybery

X-51 (the new Watcher) recounts the history of the Fantastic Four to Galactus. This is a real hymn to the team, the cornerstones of the Marvel Universe. Jim Krueger's script includes a moving finale, while Brent Anderson's art successfully conveys the action and emotion of the story. (SH) 8

Reed Richards sacrifices part of himself to bring Sue back from the World of Dead Heroes. More character-based than the heavily-plotted Earth X, this allows Jim Krueger to write an emotive Fantastic Four story that shows a rare affection for the family of heroes. (RH) 8

With all its pseudo-religious allegories and subtext, one is made painfully aware of how a young Alex Ross was made to spend Sundays at home with his parents. Unfortunately, although Universe X may not require professional "comic theologians" to interpret what is going on in this issue, it still remains pretty impenetrable for the uninitiated. Brent Anderson's art remains ink-consumingly shadowy. Not really the best introduction to the series! (MAT) 5

## Avataars:
## Covenant of the Shield 2

by Kaminski & Jimenez + Alpuente

<-> A promising idea is spoiled as the plot of Captain Avalon's quest to save his kidnapped son is pushed aside in favour of short fight scenes featuring alternative versions of Marvel characters. The change in artists midway neither adds to nor detracts from the comic, which proves how exciting it is. (CS) 4

## Avengers 33

by Busiek & Perez + Ryan + Vey

<=> Kurt Busiek and George Perez (with a little assist from Paul Ryan) excel at action-packed fight scenes loaded with lots of wonderful character touches. After a slow couple of months, The Avengers are back to what they do best: over the top superheroics. (AK) 6

## Captain Marvel 10

by David
& ChrisCross + Rodriguez

<---> This book has taken a serious nosedive. Primarily at fault is the art – too many speed lines and special effects, not enough basic storytelling and very weak layouts. Scriptwise though, Peter David seems content to fill the issue with flashy fights, with hardly any time for the feisty quips and amusing bickering that made this initially so promising. (RH) 3

<+++> Last issue's substandard offering looks like it was just a blip as Peter David's script is back on track. The interplay between Genis and Moondragon is itself worth the price of admission. The art is still not right for these cosmic storylines and the ending is an anticlimax. But don't let that put you off, you'll not often read a Marvel comic as good as this. (MN) 8

## Fantastic Four 34

by Moore & Larocca + Thibert

<-> Dreadful! The Fantastic Four saves the day and gains the respect of the townsfolk who initially disliked the team (now there's a surprising plot). Clichéd and schmaltzy, reading this is really a test of your perseverance. Even the art is uninspired. (MN) 3

<+> Salvador Larroca's 30-issue art run ends much as it began. His quick, choppy panels in a manga style suit perfectly John Francis Moore's storyline that continues at the similar nippy pace set by Chris Claremont, with this tale of backwater weirdness and alien invasions. If anything, Larroca's run will be remembered for the great fun and vitality he brought back to this title. 7 (MAT)

## The Incredible Hulk 19

by Jenkins & Garney + Buscema

<-> Ryker makes The Hulk suffer more mentally than physically, and that's as far as this issue goes. Both script and art combine to make this The Incredible Bore, within a series that is currently one of the least essential Marvel titles, because it is crawling at a snail's pace. (ATB) 3

<+> Feels like this latest Hulk story has been going on forever, and it's only now starting to get more interesting, albeit slightly. Captive of Ryker, the Hulk is tortured psychologically, and it seems that only Thunderbolt Ross can save him. The Ron Garney and Sal Buscema combination has never looked so good… now it's almost gone! (RH) 6

## Inhumans 3

by Pacheco + Marin & Lucas

<+> Jose Ladronn fans may question the sanity of Marvel's editors after last month's news that they have decided to take this amazing artist off the last issue of this outstanding miniseries. In the

meantime we can revel in the sumptuous graphics of the latest issue (a lot of credit belonging to Studio F's wonderful colouring team), as Carlos Pacheco scripts the Inhumans smuggling their way into the upper aeons of inter-galactic society. This grand-opera certainly bodes very highly for Pacheco's upcoming work on Fantastic Four. (MAT) 9

## Marvel Boy 4

by Morrison
& Jones; Marvel Knights

<=> Noh-varr is chased by a masked femme fatale who gets plenty of help from her father, Doctor Midas. An action-packed issue with less dialogue than usual, which allows J. G. Jones to deliver some very impressive dynamic visuals. There is enough potential here for Marvel Boy to become an ongoing monthly. (ATB) 7

<+> "How sharper than a serpent's tooth it is to have a thankless child!" And so Noh-Varr gets lucky as Midas's pumped up dominatrix daughter falls for his brash boyish looks instead of opening up the side of his head with a golden bullet. Epic fight scenes with a *Matrix* sized special effects budget make this an impressive all-action issue. Marvel Boy is a title that just continues to improve. (RN) 8

<-> Grant Morrison's social comment on the corruptive influence of the multinationals is hardly original, but it's told with typical flair. Thoughtful page design and clear art help the story flow, but it feels too much like Zenith. Morrison is just cruising. (MN) 7

## Marvel: The Lost Generation 5

by Byrne + Stern & Milgrom

<--> Many have unduly criticised John Byrne's recent furore into retro-fitting the Marvel Universe. However by the standards of this issue the condemnation is perfectly justified. With its concentration on the cringe-inducing heroes Captain Hip (!), Sunshine, Frank (don't ask!), and, guest ret-con of the month, Thor, this book couldn't help but be kitsch, which doesn't really help Byrne's tarnished reputation. (MAT) 5

## Peter Parker, Spider-Man 22

by Jenkins & Buckingham + Green

<=> The most frustrating thing about this title remains the choice of inker – Dan Green strips Bucky's art of so much of its quirky charm. That aside, Paul Jenkins writes a better Sandman story than of late, at least making the character sympathetic again, albeit by largely ignoring the damage done by John Byrne. Another pretty lightweight read. (RH) 6

<=> Talk about a revitalised comic. This title is actually enjoyable to read again. The creators achieve the perfect balance between Peter and Spidey. The Sandman's motivation may seem a little strained, but who cares when you are having this much fun. Whisper it... This could be the best creative team on this character since the likes of Stan Lee and John Romita Sr. (MN) 8

## Punisher 7

by Ennis & Dillon
+ Palmiotti; Marvel Knights

<+> Joan and Spacker Dave take care of the Punisher, but keeping him hidden from Ma Gnucci's men proves to be difficult. Not bad, but not exciting, with the script not as consistently good as the art. The best visual is a full-page spread of a looming Punisher standing behind Joan. (ATB) 6

<=> A mortally wounded Punisher takes a back seat to the copy cat psychos inspired by his one man war against crime. Torn and bleeding, he's forced to rely on his oddball neighbours for refuge as the hired guns close in. This is still everything you'd expect from a Garth Ennis and Steve Dillon title. (RN) 6

<-> The fans wanted Spacker Dave, so the fans get Spacker Dave! This interlude sees flatmates, quiet Joan and the aforementioned Dave, rally round the injured Frank Castle. Garth Ennis and Steve Dillon continue to live off the reputation of the now concluded Preacher in the US, however this series harks back to their 2000 AD roots with its darkly satirical look at the underbelly of American culture. Vigilante humour at its best! (MAT) 7

## The Sentry 2

by Jenkins
& Lee + Villarubia; Marvel Knights

<+> What makes this issue incredible is Jae Lee's amazing depiction of the Fantastic Four, in addition to it being an interesting read in which a confrontation between Bob Reynolds and Reed Richards brings back some surprising memories. However the idea behind the ending is reminiscent of a plot device used in *Total Recall*. (ATB) 8

<+> Paul Jenkins seems to have been reading up 'How To Plot Comics The Chuck Dixon Way' – that is, with as little plot as possible. This is better than #1, the central confrontation between The Sentry and Reed Richards provides an engaging moment, but the entire comic is built around that moment. Jae Lee's attempts at homaging John Byrne and Rob Liefeld are pretty pointless. (RH) 5

<=> OK, so it bears more than a passing resemblance to early issues of Alan Moore's Marvelman, but at least it is well done. The idea of the memory a famous superhero excised from time is a good one, and in the hands of Paul Jenkins should give even those classic issues of Warrior a run for their money. (RN) 7

<=> The Sentry catches up with old friend Reed Richards, but Richards is having problems remembering just who the Sentry is. The script is intriguing, although how well this series will ultimately mould into Marvel continuity is still not clear. The art is wonderful, with bold stylish linework and moody colouring. (CS) 7

<+> While John Byrne may have made a mini-industry out of re-writing comicbook history, this comes from the classier end of the recent spate of Marvel ret-cons. Paul Jenkins' script may be denounced for its Vertigo-esque pretentiousness, but it is actually firmly tongue-in-cheek with faux Stan Lee interviews at the end of each book. Meanwhile, Jae Lee's art continues to astound, with Jose Villarrubia's sumptuous colouring perfectly complementing the shabby state of the book's protagonist, forgotten superhero Bob Reynolds, aka The Sentry. (MAT) 8

## Spider-Girl 25

by DeFalco & Olliffe + Williamson

<=> More nostalgia from the future as Tom DeFalco pays homage to the original *Sinister Six* story from Amazing Spider-Man Annual #1, right down to the full-page fight scenes. A couple of unexpected plot twists prevent this from being too derivative and the supporting cast remains charming. (RH) 5

## Spider-Man: Death & Destiny 3

by Weeks & Case

<=> The previously unseen showdown with Doc Ock following the death of Arthur Stacy – and good old J. Jonah Jameson is slap bang in the middle. Lee Weeks delivers another slice of classic Spidey flashback, continuity glitches aside, with strong, beautifully coloured art, inked in a suitably Romita-esque style by Richard Case. (RH) 8

## Spider-Man: Revenge of the Green Goblin 1

by Stern & Frenz + Olliffe

Veteran Spidey-writer Roger Stern gets the opportunity to finally write Norman Osborn (he was too dead when Stern was originally on Spidey) and picks up from the best of the work J. M. DeMatteis did on the character. He even gives Norman a romantic interest! The art is Ron Frenz-by-numbers. (RH) 7

## Universe X #1

by Krueger + Ross & Braithwaite

<+> In saving the world from one fate, has Reed Richards doomed it to another? Once more a plot-heavy Jim Krueger/Alex Ross book, lightened by some nice where-are-they-now cameos (Cloak & Dagger, Immortus) and, in particular, the more heroic treatment of Peter Parker. Probably more enjoyable for people who've been reading Marvel comics 20+ years... and the absence of Earth X's fascinating text pages is felt. (RH) 7

## X-Force 107

by Ellis + Edington & Olivetti

<+> With "star" penciller Whilce Portacio off the art duties, this book really begins to shine. Subtly interweaving details about the present state of the team with new plot elements, Warren Ellis has successfully brought an edge to X-Force that has been missing for all too long. (MAT) 7

## X-Man 68

by Ellis + Grant & Olivetti

<-> Nate Grey is mentally forced to bow

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down to his Maddie in a strange world, where he later finds out that he is not one of a kind. Despite the not so good art, this is still an interesting read, displaying the power of telepathic control used to a violent extreme. (ATB) 7

### X-Men 105

by Claremont
& Yu + Morales + Rapmund

<-> Is Chris Claremont scared he's going to be chucked off the X-books? At the pace of his recent scripts one may be forgiven for thinking he's trying to cram everything into the obligatory 12 issues before being reassigned! This issue finds (yet) another group of supervillains introduced, and (quickly) defeated by our heroes, whose dialogue borders on the irritating. The only sign of classic Claremont comes from shadowy foregroundings and plot threads. Leinil Francis Yu provides more scratchy line work struggling to keep up with the script. A little disappointing. (MAT) 5

### X-Men: Black Sun 1 – The New X-Men

by Claremont
& Derenick + Parsons

So this is how we celebrate 25 years of the most popular team book in comicbook history? Throwaway scripting, unexciting artwork, and the annoying reintroduction of Magik, a character killed off seven years ago. This really isn't what made the all-new X-Men so popular a quarter of a century ago, and I doubt it will make them many more fans today. (MAT) 3

### X-Men: Children of the Atom 6

by Casey & Ribic + Pepoy

<+> More from the land of ret-con this month with the conclusion of Joe Casey's retelling of the original X-Men's history. Although the series has suffered from lateness and multiple art teams, it has certainly pulled through, successfully bringing a more contemporary spin to classic X-history. (MAT) 8

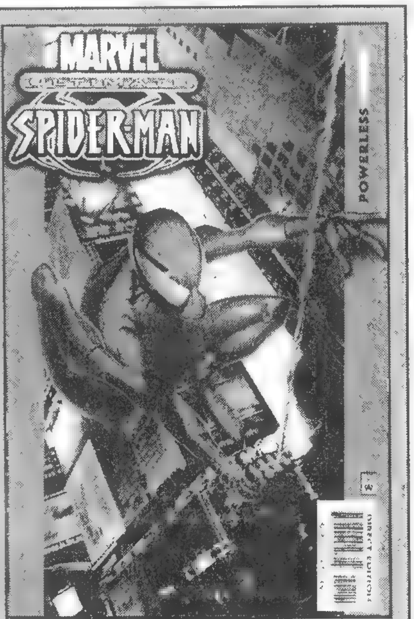
### X-Men: The Hidden Years 12

by Byrne & Palmer

<=> This series has to be one of John Byrne's more successful Marvel history re-writes, capturing the innocence and freshness of those early X-Men comics, whilst at the same time fitting it into the comicbook events of the time. While Byrne could do with not becoming reliant on certain scripting devices, his pencilling duties are classic for retro-fans to revel in. (MAT) 7

### Ultimate Spider-Man 1

by Bendis
& Bagley + Thibert



Only two years since the launch of John Byrne's disastrous Spider-Man: Chapter One, the Webslinger's origin gets another makeover. This, however, is a much more radical take. Brian Michael Bendis's smart script takes the original Lee/Ditko story and updates, changes and embellishes it. Mark Bagley and Art Thibert's art is excellent. One has to question Marvel's wisdom in establishing a new continuity though. Surely having two separate universes will only confuse the casual reader. (SH) 8

Brian Michael Bendis gives time and thought to the Spidey origin, answering questions you might never have even considered asking. This manages the difficult job of being both faithful and contemporary, with added realism. The scenes with Uncle Ben are especially touching, as is the blossoming relationship between Pete and Mary Jane. Art Thibert's inks and strong colouring make Mark Bagley's always-bland pencils more palatable. The gaudy cover sucks, though. (RH) 7

If this title is meant to boost Marvel's fortunes, they're going to be very disappointed. The changes made to Spidey's origin feel unnecessary. While scripter Brian Michael Bendis turns in some good dialogue, the art is generic and dull, and the entire package is overpriced. Try again, Marvel. (CS) 4

## US Indies

### Bart Simpson Comics 1

by Groening
& Morrison; Bongo Comics

<=>The debut of Bart Simpson's first solo comic, an anthology of three short stories, in which Bart becomes the fattest kid on earth, discovers girls and annoys evil space aliens. The Bongo team has obviously gone for a younger audience than that of the regular Simpsons comic, but unfortunately they appear to have slightly dumbed down the humour too. The art is a little sloppy in places, but overall this isn't bad, just not quite up to the quality of its parent title. (CR) 6

### Dork Tower 10

by Kovalic; Dork Storm Press

<=> Matt and Igor hit the road to travel to a games convention, but will they survive the journey – or each other's company? Backed up with *Newbies*, a strip about the Internet, Dork Tower is consistently charming and hilarious, with great cartoon art. Role-players everywhere will love it. (CS) 8

### The Marquis: Danse Macabre 2

by Davis; Oni Press

<-> After a lengthy discussion with the Grand Inquisitor, Herzoge sends his soldiers to search for the brutal murderer. But catching him isn't quite as straightforward as they expect. An interesting read with Guy Davis providing exquisite scenery amongst murky visuals.(ATB) 5

<=> Vol de Galle continues his crusade against the devils infesting the city of Venisalle in this splendidly dark and gothic tale of faith and madness by Guy Davis. Davis's unique style suits this title well, while the quality of his writing is a pleasant surprise. (AK) 7

<+> Anyone lucky enough to have picked up Caliber Press' prelude to this series three years ago will have been waiting in trepidation for its eventual release, and boy has it been worth the wait! The sumptuous 18th Century Parisian setting provides the backdrop for the morality tale of an avenging inquisitor who may or may not be deranged, purging the city's dammed souls. Guy Davis provides gorgeously detailed cityscapes and nauseating demons in this tantalising story. (MAT) 9

### Murder Me Dead 1

by Lapham; El Capitan

Stray Bullets creator takes time away from his main title to begin an eight-issue noir thriller that's already crying out for a movie adaptation. A man's rich wife is found dead and he's the main suspect. And the alibi provided by his girlfriend might get shaky if he continues chasing another girl from his past! Moody art and sharp dialogue, as regular David Lapham fans will expect. (RH) 8

Steven's wife is found hanging. Her family believes it wasn't suicide and hires a private investigator to prove he killed her, while Steven starts to hark back to his simpler teenage years. Nothing here seems as sharp as Stray Bullets, perhaps due to the more laid back pacing. But the delight of David Lapham's work is not knowing where this eight parter will go. (RW) 6

### Road Trip

by Winick; Oni Press

A welcome reprint of Judd Winick's Eisner nominated story of a brother and sister driving across the US to claim the body of their older brother, killed in a car crash. We're given a fly on the wall view as they fight and cry and deal with their grief. Winick has a great ear, and the script is deeply touching, capturing the awkwardness and despair of death with humour and empathy. His art isn't as polished as an Adrian Tomine or Dan Clowes, but his story ranks well up there, without any pretensions, and this serves as an excellent addendum to the recent Pedro & Me. (CR) 9

### THB 6A

by Pope; Horse Press

H. R. and her friends are trapped in a building by a robot who doesn't want to kill them, just keep them there. Unbelievably, after 40 pages, they're still in the same position. Despite some impressive fight scenes, Paul Pope's energetic, but unrelentlessly heavy brushwork can get very wearisome, as does the story. (RW) 5

### Zero Zero 27

by various; Fantagraphics

<-> The final issue in this sometimes patchy anthology series, and it's, well, patchy. Opening with a cutely screwed up tale of violent love from Max Andersson, it jumps into the end of Kim Dietch's Search For Smilin' Ed. Unfortunately, Deitch's stuff does nothing for me, so that's well over half the book right out. Didn't like Johnny R's Treasure Hunt much, either, but fortunately Chris Ware's tragic centre-spread made up for that. After the end of Smilin' Ed, we get an interesting piece from Joyce Farmer, a creepy little Renee French strip, and then the highlights, wonderful strips from David B. and David Mazuchelli, short but sweet. Mack White's Homunculous rounds off the book, and one of Al Columbia's horrific one-pagers finishes it off. It died as it lived. Patchy, but ultimately essential for the diamonds in the rough. (CR) 8

## Middle East Titles

### Flipper

by Koltan & Rutu
+ Pintcus; Actus Tragicus

<=> This collection is straighter and less fanciful than the first. Pintcus uses his delightful clear line art to tell of sibling rivalry in the opera world. There are similar troubles in Rutu's tale of deceit among the family who run a theme guest house. Both books prove this collective of artists can put an interesting slant on any type of story and do it well. (RW) 7

## UK Indies

### Punk Strips

by Gane; Slab-O-Concrete

Simon Gane has one of the most arresting and individual art styles in British comics, drawing thick, blocky constructions of pure black and white which convey his good-humoured take on punk and anarchy superbly, perhaps because they appear to break most of the "rules" of comics art. This volume collects the bulk of his work from the last 8 years. It should be read only in small doses, but should very definitely be read! (MK) 9

### The Surgeon 1

by Dorans
& Finn + Barr; Rough Cut

A promising start from new Glasgow-based publisher Rough Cut. Adapting its own would-be movie, the artwork has a wonderfully traditional feel, like early David Lloyd. Not surprising, as the editorial owns up to its roots of Dez Skinn's House of Hammer film adaptations. John Dorans' story pacing is excellent, building a genuine feeling of horror, which lingers long after reading the title. (TM) 8

## UK Titles

### 2000 AD 1206

by various; Egmont Fleetway

<=> A group of homeless wanderers (slabpackers) find the island where treasure appears to fall from the sky in a middle of the road Judge Dredd story nicely illustrated by Frazer Irving. Andy Clarke provides crisp pencilling for part one of *Shrink Rap*, in which Ramone Dexter's appointment with a psychiatrist turns out to be a pretty tense affair. A risky meeting with the Yakuza proves to be fruitful for Fang in a decently-scripted thriller by Steve Moore, who also delivers another good read for Tharg's *Future Shocks*, in which a space exploration crew has to cope with the dangerous hell-beasts while searching for mineral resources. In part seven of *Love and War*, the long-running battle between the Imperials and the Romanovs is reduced to a duel between Nikolai Dante and Jena Makarov. Amongst the sword slashing and painful reminders of their past, Robbie Morrison does nothing shocking with these main characters, but the explosive distraction injects some excitement. (ATB) 6

### 2000AD 1207

by various; Egmont Fleetway

<=> Hazardous weather conditions have forced some familiar characters from Dredd's past to be marooned in the Quite Nice Bar, the presence of two of them causing more danger than the severe snowstorm. Part two of *Shrink Rap* reveals a family tragedy in Ramone Dexter's past, while Fang and Phoenix now resort to direct action instead of subtle manoeuvres in taking on Master Lee. The colouring by Chris Blythe is very good, but it occasionally smothers rather than enhances Steve Yeowell's pencilling. One man's harrowing ordeal leads to a cruel outcome in a tenable *Future Shocks* tale by Molly Eyre, with some strong, expressive visuals from D'Israeli. The duel between Nikolai Dante and Jena Makarov ends rather disappointingly, but is saved by John Burns' excellent art. (ATB) 6

### 2000AD 1208

by various; Egmont Fleetway

<+> Inevitable chaos ensues in part 2 of *Turned Out Quite Nice Again*, while Ramone Dexter makes fun of the psychologist jargon he listens to in *Shrink Rap*, where the superb dialogue of Dan Abnett makes up for the slow pace of the script. The Telekinetic Hand is cleverly used in *Red Fang*, while *Future Shocks* features another backfiring space mission (the previous one was shown in Prog 1206), in which the sole survivor of a battered battlecruiser eventually remembers everything that happened to him. Most of the illustrations by Boo Cook are slightly reminiscent of a more detailed Philip Bond. A futuristic journey by car turns into a nightmare for Guy Newman in the enjoyable new thrill, *Roadkill*. (ATB) 7

### 2000AD 1209

by various; Egmont Fleetway

<+> Steve Parkhouse's art for *Dinner at Shapiro's* looks outdated, but John Wagner makes this a joy to read, as Judge Dredd does more than just get a take-away. The excellent *Shrink Rap* continues with Ramone Dexter recounting the time he had Finnigan's help in getting revenge for his father's death. Part 10 of *Red Fang* shows what actually happened to Phoenix's apartment, while *Future Shocks* is now looking formulaic, featuring yet

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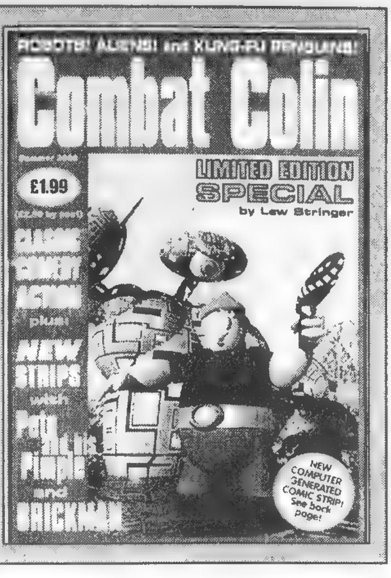
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another exploratory space mission. *Skeleton Crew* is about alien technology revealsing its dangerous purpose when taken to Earth. Guy Newman gets more grief from the car he's trapped in, with fatal consequences, in the improving *Roadkill*. (ATB) 8

## Small Press

### Brain Fungus 1

by Lewis;
free with an sae from
A. Lewis, 39 Priory Court,
Bryncoch, Neath SA10 7RZ

Andrew Lewis is a very fine cartoonist who may choose to poke fun at some obvious targets – George Michael, Chris Moyles, Steps, for instance – but does so with wit and economy and is also happy to pick on Thomas Hardy and Jean-Paul Sartre in this small and very funny collection! (MK) 6

### Bulldog Adventure Magazine Volume 2 #0

by Cobley & various;
free with an sae from
J. Cobley, 94 Elm Road,
Wisbech, Cambs PE13 2TB

Three years after the demise of Bulldog Adventure Magazine Jason Cobley's brazenly British adventure series is all set to return. This A5 freebie serves to introduce new readers to the series, offering the usual witty scripting and some strong art, particularly by James Newell. (MK) 6

### Crest Hut Butt Shop

by Alanguilan;
$3 (US) from G. Alanguilan,
50 Azcarate Circle,
Lakeside Park Subd,
San Pablo City, Laguna,
4000 Philippines

Gerry Alanguilan currently inks Marvel's X-Force, but his self-published work is very different material; exquisitely drawn with a strong, clear line, it's personal, passionate and very intense, hitting the reader with a powerful emotional impact. This collection mixes comedy and tragedy in equal measure and is well worth sending dollars for. (MK) 9

### Funny Strange 1

by Spicer;
free, with an sae from
C. Spicer, 80 Castle Road,
Weddington, Nuneaton CV10 0EW

This is quite a change from Chris Spicer's previous title Brain Cake title; pencilled art and stories have been replaced by three panel computer drawn strips, making frequent use of repeated images and showing a very dark, deadpan style of humour. The result is very stark and rather effective. (MK) 7

### The Kaboom! Review 5

by various; free, see
http://thekaboomreview.port5.com

A fanzine glance at the comics industry, with the usual associated coverage of films and TV, which is completely obscene and offensive, definitely not available to anyone aged under 18 and often goes way too far over the top. Rude and crude to extremes, and I found it very funny! (MK) 6

### Petra Etcetera 2

by McKinnon
+ Kermode & Wiley;
£2.30 from Gratuitous Bunny Comix,
PO Box 382, Newcastle NE99 1LT

Petra tags along to visit Jo's university, and manages to be offensive without actually offending but soon causes mayhem in the bar. This latest extension of the Sleaze Castle series adds yet more detail to that vast canvas, yet remains accessible to new readers. Terry Wiley's art is as focused and detailed as ever; his brief manga parody is particularly attractive. (MK) 8

### Pulp Kitchen 3

by various;
£2.50 from J. Kaminski,
Pulp Kitchen, 4th Floor Studios,
2 Bank Chambers, Moss Street,
Liverpool L6 1HF

This is the strongest issue yet of one of a promising anthology. Both Joe Alderslade and Stuart McCarthy provide some very powerful and accomplished science fiction/fantasy art; their more serious work is complemented nicely by numerous short humour strips, with Ugonna Nwosu's work being outstanding. Highly recommended. (MK) 8

### Topaz 17

by various;
£2.50 from J. Lyne,
Elmcourt Schoolkeeper's House,
Elmcourt Road, West Norwood,
London SE27 9BZ

If you wish to see examples of some of the most experimental European comics you should be buying Topaz! This issue has a haunted house theme and showcases some outstanding pieces. My particular favourites are Claudio Parentella's crazed, collage-like assemblages and Matjaz Bertoncelj's textured, Hugo Pratt-flavoured pages, but the intrepid reader will find a wide variety of excellence herein. (MK) 9

### Xenocrayon 1

by Grant & various;
£1.50 from Smallzone,
10 Cleveland Avenue, High Ercall,
Telford, Shropshire TF6 6AH

This promising 24 page amatuer anthology is essentially a vehicle for its publisher, writer Iain Grant, and showcases an eclectic mix of non-superhero strips and prose from slice-of-life to fantasy and humour. Amid political tone underscores the patchy results, where artist Richard Smith's stylised visuals are the book's highlight. Grant himself is obviously a mature writer, but he nevertheless needs to hone his skills. (JE) 6

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# Movers & Shakers

**The latest comicbook views, speculations, gossip and rumours**

***Reported by those diggers and delvers ITMA and the CI team of Itmites***

## The Harras Factor

BOB Harras had a distinction his predecessors as Marvel's editor-in chief didn't have. He was a relatively anonymous leader. Former top men from Tom DeFalco and Jim Shooter way back to Roy Thomas and Len Wein were also high profile writers. Harras was essentially an editor and a pretty successful one at that.

He did write some impressive comics, most notably his **Avengers** stint with artist Steve Epting, but he opted for outside writers rather than hogging the limelight himself. He was an editor. X-Men being his bag.

But by the time he took over as editor-in-chief from DeFalco, after a peak period of editing the mega-selling X-books, the bottom had dropped out of comics and Harras was always going to have his work cut out consolidating Marvel's position in a dwindling market place.

His removal from the high chair in the House of Idea has sent shockwaves through the industry…

## The breaking news…

THE news broke on Warren Ellis's Delphi.com forum, where he posted that Harras had left Marvel.

Within an hour the story was surfacing that Harras had been pushed. In the hour following it became obvious Harras had been fired and told to clear his desk and be out of the Marvel building by 5.00pm on the day of his termination. No gold watch there, then.

Ellis backed up his earlier post with, "Bob Harras has reportedly [been] fired – not by President Peter Cuneo, who is now being rumoured to be a puppet President, the real power [is now] located at Toy Biz – for defending his editorial staff, their jobs and working conditions. The spin will be different, but that's the word coming out of the office."

The next day, Joe Quesada was asked about the possibility of becoming Marvel's new editor-in-chief. He said, "No comment as of right now. A good guy and great editor just lost his job and all of us at Marvel are still a little in shock."

## Conflicting comments

TWO days later, when the official Marvel (phone-in) press conference was held to introduce Joe Quesada as Harras's replacement, the real story behind Harras's removal was still no clearer. Especially as Marvel's own press release nixed much of what Quesada, Ellis and Internet sites had reported.

Marvel claimed Harras had not been fired, but was moving to a consultancy/advisory position. One journalist asked, "The press release is very vague – Bob Harras will remain on staff as an advisor? Could you be more specific about Bob Harras's role with the company?

Marvel publisher Bill Jemas answered, "I understand why you ask that question. I'm going to say what I'm going to say, and that's all I'm going to say. That is mostly up to Bob. We value our friendship with Bob. We value his contributions.

"If Bob wants to be extremely active, he will be extremely active. If he'd like to be less active, he'll be less active. But we really want the relationship to continue in the strongest sense, and it's really not appropriate to talk about an individual person's financials, but we'd like to continue to have a real strong relationship with Bob."

OK, nice bit of US corporate-speak there. Let us not forget, everybody gets damned with faint praise, nobody is publicly criticised. Fortunately the journalist didn't leave it at that and repeated his question with a spin, "Does he still have an office at Marvel HQ?"

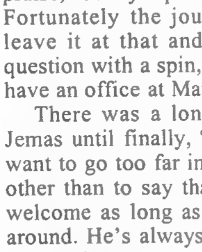
There was a long pause from Jemas until finally, "I don't really want to go too far into it with Bob other than to say that he's always welcome as long as Joe and I are around. He's always going to be a very welcome person at Marvel."

Also known as, "No, Bob Harras doesn't still have an office at Marvel and isn't on staff!"

But then, Jemas is caught in the middle too, in the unenviable role of being mouthpiece for an ever-shifting hierachy.

Left to his own devices, the man behind **Ultimate Spider-Man** could probably have replied, "No, they've forgotten all the good work he did and shafted him." But then, speaking your mind is not the done thing, as Harras discovered.

## Moving across



THE next day rumours began to circulate.

The press call's entire transcript was posted on various Net forums and circulated via email. Attention focused on a section of the transcript that talked about bringing new people into the company and getting rid of the old.

Then news that Chris Claremont was off the X-books came to light. *Movers* foolishly contacted Marvel's press office and asked about Claremont and other rumours. Wait for it… "Unfortunately, I can't comment on any of this stuff.

"But there will be an announcement concerning Chris's new status with Marvel.

"All I can really say is that understandably, it's a very exciting time here. Optimism is high and all thoughts are on the future. Expect to be blown out of the water in the coming months with announcements and surprises!"

Oh, no. It's infectious. Now we've got Junior Corporatespeak Man.

Possible truths are: Claremont is going to spend his time developing new ideas for Marvel, rather than retreading former glories. He is said to have agrred to renewing a 12-month Marvel exclusivity contract.

## Economics of change

THE main reason for Bob Harras's departure seems to have been because of his failure to capitalise on the enormous success of *The X-Men* movie.

Sales on the X-books have not increased the way Marvel was hoping they would. Marvel expected to catch some of the lightning in a bottle that DC captured after the release of the first *Batman* film. But that knock-on financial success has never been repeated, not by DC, nor Dark Horse nor any other remotely successful TV or film spin-off. OK, **X Files** was a minor blip and **Star Wars** an expensive hiccup, but these were to comics from films, not the reverse. The two markets are dis-parate, yet continue to be compared as being unequivocally linked.

Like Harras was when promoted, Quesada is young, dynamic and successful at his current job. Also the young reference appears to fit into the current publishing belief that younger personnel can attract younger readers.

But in the long run will Quesada want more of the headaches he had on Marvel Knights: shrinking sales, prima donna creators, missed deadlines and budget cuts?

Insiders maintained that Harras was feeling unhappy defending freelancers in the middle of mergers and takeovers. A family man, he wanted to spend more time at home. Looks like he got his wish.

## Wholesale changes?

THE promise of new creative and editorial blood coming to Marvel has mainly been greeted with optimism by the rest of the industry, but for many of Marvel's editorial staff the future no longer looks even remotely secure.

Shortly after the still unconfirmed news that Claremont was off the X-books, the knives were said to be out for Spider-Man's Howard Mackie, as it became apparent that serious changes are in the offing for editorial as well as freelance.

The Spider-Man franchise appears to be the one that Marvel executivess are worrying about the most. With the film set for a summer 2002 release hopes are it will equal *The X-Men* at the box office. Spider-Man's current comic profile is looking pretty poor, despite hyped makeovers in recent years.

The positive reaction to **Ultimate Spider-Man**, with its 21st century approach could prove to be the catalyst for imminent changes for the Webslinger's family of titles. Already former Vertigo editor Axel Alonso is said to be new Spider-head, taking over from Ralph Macchio, believed to be moving on to other Marvel titles.

The major contender for Howard Mackie's writing role on **Amazing Spider-Man** is rumoured to be none other than **Rising Stars**' J. Michael Straczynski.

Former Vertigo senior editor Stuart Moore is also said to have resurfaced editorially as Quesada's replacement on Marvel Knights.

## Tried but untested

JOE Quesada *(right)* got his first comics work from Jim Shooter in the early days of Valiant.

He drew a back-up story in **Captain N: The Games Master** #3.

This was followed by his first major publishing work, pencilling in a Mike Mignola style for DC's TSR comic, **Spelljammer Comics**.

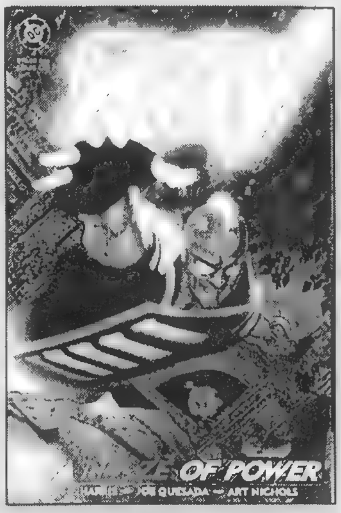
It wasn't until he was commissioned to draw the six-issue **Ray** series for DC that Quesada's star began its ascendancy. The strong and unique style Quesada brought to this relatively unheralded mini was enough to have Marvel clamouring for his signature in the wake of losing all of its top names to Image.

However, committed to DC, he followed **The Ray** with the hugely-popular **Batman: Sword of Azrael**.

Quesada then got the high profile **X-Factor** assignment at Marvel, alongside writer Peter David before he formed Event Comics with Jimmy Palmiotti and Laurie Braddock. After the crash in the comics market, Quesada concentrated on work-for-hire jobs until the chance to revolutionise a number of Marvel second rate characters catapulted him back into the spotlight.

## One from the Movers files...

*The Ray #1*
*DC Comics, February 1992*
Writer: Jack C. Harris
Artists: Joe Quesada & Art Nichols
Current dealer price: £2.50
Movers projected price: £5.00+


DC
OF POWER
HARRIS — JOE QUESADA — ART NICHOLS

The real shame of this neat little story is that it was undoubtedly the best thing Jack Harris ever did for DC and it probably would have worked well even without Joe Quesada's art. In fact, Art Nichols worked from Quesada's breakdowns only on the final issue and made it look as good as the preceding five.

It is highly unlikely that even with his appointment as head of Marvel fans will be clamouring for Quesada's more obscure work, but this has given us the chance to spotlight a great little story, which won't break the bank if you buy it in back issue or the above-pictured trade paperback form. However, fans of James Robinson's early **Starmans** will notice strong similarities between Harris's story and the origin Robinson crafted for his revamp.

## Celebrating 10 years of Movers & Shakers

"**SPIDER-MAN** #1: Oh what fun we will have telling our grandchildren over their video-comics about the hype that was **Spider-Man** #1" ... *Tales from the Heart of England 1*, **CI** #6, 10/90.

What fun indeed! If we'd had any idea what the following 10 years had to offer, this opening paragraph from the embryonic first *Movers & Shakers* column could have been carved in stone or just as easily consigned to the waste paper bin.

With hindsight, McFarlane's **Spider-Man** #1 had very little hype attached to it compared with all the hoopla attached to many lesser projects nowadays. And the futuristic concept of video-comics essentially became a reality within a few years of that first column.

Little seems to have changed, looking back at who were deemed to be movers and shakers in that first column: Todd McFarlane, Alan Moore, John Byrne, Alan Davis and (albeit critically) Bryan Hitch.

Sure, there have been some new movers in recent times: Garth Ennis, Warren Ellis, Grant Morrison, Brian Michael Bendis and Joe Quesada being the most noteworthy.

But we'd really hope that by the time of the 20th anniversary of this column (in **CI** #255, Oct 2010!) we might have a few more new contenders for the top spot as well as the usual old farts.

## Meanwhile, back at the X-Men offices...

Further controversy and change for the ubiquitous mutant teams. The latest rumours, gossip and speculation to arrive at Movers Central includes:

☒ Speculation and no hard facts! That just about sums up the situation regarding the future of the X-Men line now that Joe Quesada has replaced Bob Harras as Marvel editorial supremo.

We're not likely to discover the true fate of Chris Claremont until after deadline, but it does appear he is off the X-books. Not that this has stopped the speculation from mounting, especially as the secondary X-books have recently undergone a successful revamp.

Now it seems that the only likely candidates for major overhauling are the two main X-books. For years these titles have either been under the control of Chris Claremont or Bob Harras. If both are gone from their roles, this means that the most senior editorial person is Mark Powers, a protégé of Harras, which, depending on how he was trained, may mean that his days could also be numbered.

The question has to be asked about the future of X-artists as well. Neither Adam Kubert nor Lienil Francis Yu can meet deadlines, which means Salvador Larroca and Tom Raney may have been signed up as permanent fill-in artists.

The key word being bandied around regarding the X-books is 'consistency' but since Claremont's return to writing both books this has been sadly lacking. Quesada may well decide that **X-Men** and **Spider-Man** will be his pet projects. After all, if he can improve sales then he'll have fulfilled a key function in his new role.

One of our contacts summed things up with, "Everything that has been solicited will still go ahead, but the fate of pipeline projects will be decided by Joey". Also known as, if Marvel's paid for them, the accountants will want their money's worth!

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Thor #304-305
X-Men #142-143
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Avengers #10
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Conan #5, 6
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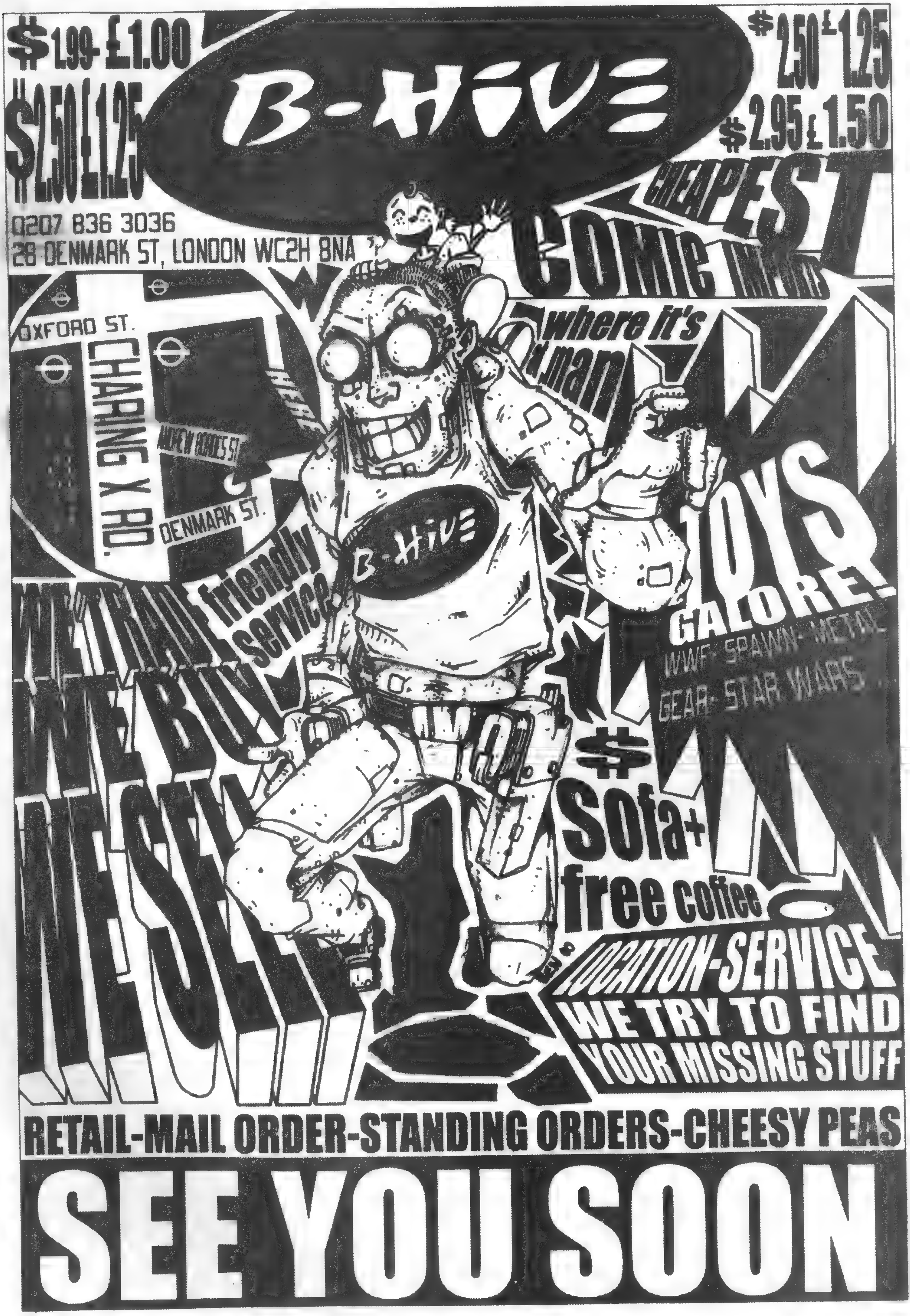
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# Letters

**Comics International, 8 Trinity Road, London N2 8JJ**

## A good all-rounder

Milton Finesilver,
174 Bilsby Lodge,
Harrow, Middlesex HA9 9DY

BEHIND the cover of **CI** #123 is the widest-ranging issue in months. Congratulations on your X-cellent coverage of *X-Men,* just in time to catch the craze.

Still on *X-Men*, I would love to learn how many copies of Panini UK's £2.50 **X-Men Movie** will be shifted through **The Sun**'s voucher scheme redeemable free at UCI Cinemas. Lots, I hope. It's about time the folks at Royal Tunbridge Wells received a boost.

Meanwhile, from the look of the reproduction of Frank Miller's late Dredd cover *(News*, page 20), David Bishop would have been correct to reject the art outright, if he'd had the courage. But the art can't have been that late if it could have been slipped into a drawer for a further three days (page 43).

Both Bishop and Andy Diggle should by now have heard of the concept of seeing a pencil rough and never offering triple rates. And why are so many UK covers inferior to interior art, anyway? Shouldn't it be the other way around!

*Advance Listings* is an invaluable section, and the close-up boxes are good layout devices. Any news of new Disney-licensed US items on the horizon?

*Networks* suggests Avi Arad may have personally told **Maxim** that X-Men fans are all in the Brother Power mould. Even if the "geek" jibe is a genuine quote from a genuine interview, this is mild stuff compared to what **Maxim** bosses think of their own readers – and that's not far short of Eros's verdict.

If Paul Holder's projected volume covering Frank Bellamy's career (ad, page 13) proves as impressive as John Coates's paperback about Nicholas Viscardi (ad, page 18 and *Reviews),* then I for one will be very pleased. The Catch-22 is that while the former may have the same sales potential (1,000 copies) as the latter, I fear the Bellamy book will reach 400 A3 full colour pages and a hardback price of £120 – certainly not suitable for my pocket.

## Comic Book reviews?

John Miller
Inverleith Row, Edinburgh EH3 5PY

THANKS FOR another Lucy the Pussy [meaning cool, apparently] issue of **Comics International**.

I enjoyed the history of the X-Men feature. It worked really well, especially with the sidebars.

I was thinking that, you know how you have *Toy News*… perhaps a comics-related book section in *Reviews* would go down well.

When I was a teenager I read **The Avengers Battle the Earth-Wrecker** by Otto Binder (Bantam Books, 1966) which I thought was great, and there are still books around like this. Such a section would defend **CI** from honky stonky comic-bashers who argue folks who read comics don't read books.

Unfortunately I've not seen any mention of **The Atomics** in your mag. It's a really groovy comic written and drawn by Mike and Laura Allred, published by AAA Pop Comic. It's well-drawn and refreshingly colourful, and probably influenced by Kirby's 1960s Avengers/FF/Ant-Man; a retro comic some may say, but I think it's most amazingly a 'now' comic. It features Zapman and the totally wonderful It-Girl and launched in January this year. Shame your reviewers missed it!

## A missive from The Millarman Fan Club

El Sloano,
14 Annanhill Ave, Kilmarnock KA1 3LB

REGARDING Damon Catt's letter *(Comment,* **CI** #124), it seems I'm not the only one to have noticed the over-the-top violence in Mark Millar's **The Authority**.

The incident with the Engineer is but one of many such naff misuses of violence – another is the Midnighter beheading one of Dr Krigstein's superpowered goons who had more or less surrendered. Why? Because it was the most obvious (and easiest) way to finish the encounter.

Older comic readers will remember Nexus by Mike Baron and Steve Rude. Nexus was a superpowered executioner for an alien called the Merk and charged with executing the worst mass murderers, tyrants and dictators the universe had to offer.

But, did he kill these men and women with a smile on his face? No! It weighed on his conscience and he deliberated and questioned almost every one of them. This is called good writing!

All I've read of Mark Millar's was an episode of **Robo Hunter**, a few perky and entertaining cheeky animated Superman comics, **Authority** and the Jenny Sparks mini. And wasn't **Swamp Thing** cancelled under Millar's tenure?

It must be said that Millar may be reinventing the superteam genre and watching as the old standbys including plot, theme and characterisation fall by the wayside only to be replaced with a formula of offensive appalling adolescent super self-righteousness heartless sub-Tarantino 'attytood'-laden violence for the Beavis and Buttheads who hate their rich mummies and daddies for providing them with such comfortable well-fed and pampered existences.

Millar's approach comes off as a cadge of the **Preacher** formula, but without the shits, fucks and bastards taking the place of competent dialogue. Garth Ennis is probably aware of his approach to writing **Preacher**, but Millar's writing on **The Authority** is more likely genuinely amoral and hypocritical because – if he had superpowers – that's how he would behave.

It makes sense if you view Millar as an adolescent with access to adult vocabulary. In my opinion, the rest of the writing on **The Authority** is just as half-arsed, but this does appear to be a direction comics are going in now.

Writers like Frank Miller and Alan Moore are in a different league to the likes of Millar, Grant Morrison and friends, because they had the intelligence and depth to balance carnage with compassion.

And, in closing, why have none of the **CI** reviewers made any mention to the unnecessary violence and lack of plot and characterisation in **Authority**?

## The story behind the story

Rich Johnston
3 Evenwood Close
Putney, London SW15 2DA

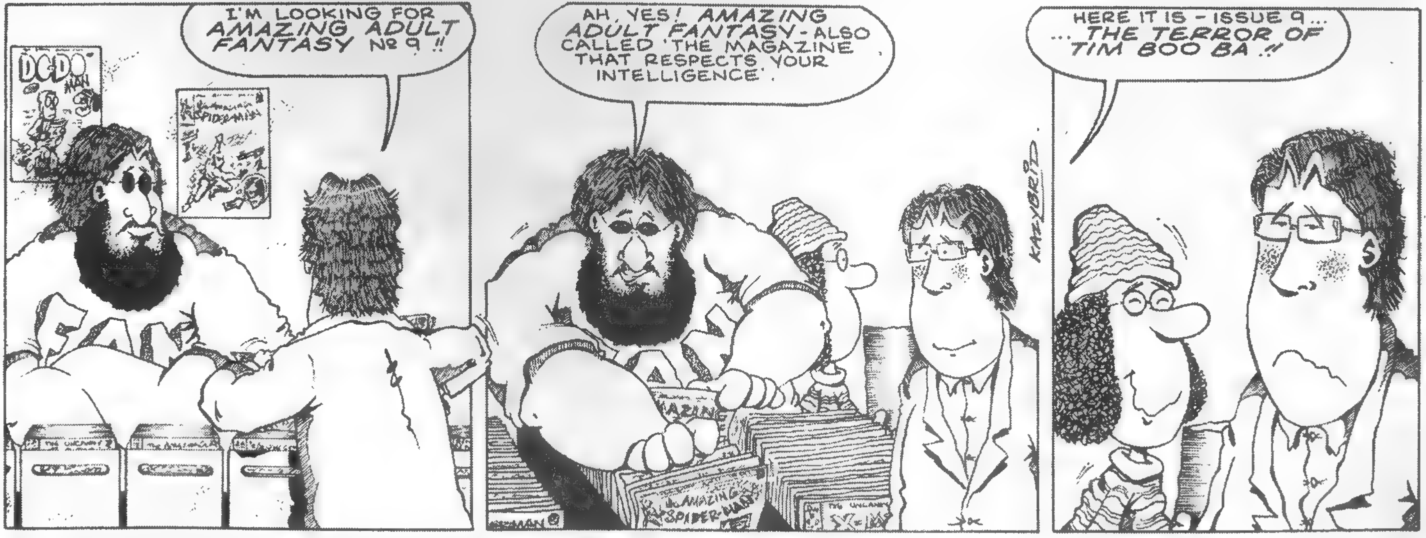
CONTRARY TO your report *(Networks*, **CI** #124) the silverbulletcomicbooks.com website was never shut down.

Indeed, its editorial content was being updated on a daily basis as usual while it changed e-commerce backers – which took about a week to do. In fact, during that time, my rumour column *All The Rage* had its most successful week ever.

You also reported the dropping

**Mike Kazybrid's COMIC CUTS**

**Script by Paul Kristian**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of my *Gutter Press* column from NPO and reported me as simply saying "I have no comment", while reminding readers that I'm usually verbose about almost everything in life. Some may infer from this that I was being hypocritical, but I wasn't legally able to comment on the situation, due to having signed a non-disclosure contract with the company. If my contract had been different, believe me, I'd have an awful lot to say (as usual).

I appreciate this opportunity to set the record straight – and to plug the continuing *All The Rage* column at http://www.silverbulletcomicbooks.com

Thank you very much!

## Pro X-Men movie

Shane Chebsey via e-mail:
poke79@hotmail.com

JUST THOUGHT I'd get my opinion in before the cynics.

*X-Men* is thoroughly enjoyable , and pays homage to the source material without being silly.

I know, I'm a total fanboy, but after enjoying the film so much, I just don't care.

## Anti X-Men movie

Affy Mzimba
College Buildings, Cambridge

SO, *X-MEN* has made shitloads of money! What does this mean to the comics reader? Bugger all!

It won't improve the standard of comics, nor will it allow people to produce more small press or indie titles. All it will do is fuel more big-money spin-offs and destroy a comicbook institution.

Who cares if a comic to film adaptation is a success? Apart from panic buying of Batman comics when the first film came out, what good has a comicbook film done for comics? Not a jot! Executives, actors and producers make money while the comic just disappears up its own arse.

I don't care if the film is good. It won't increase my reading pleasure. Neither will it mean there are more people for me to talk to about comics. It is a waste of time, and I hope **CI** will reflect this.

*It's no use, I have to ask: are our readers getting weirder, or is it me? ...Dez*

## Discovering Bellamy

Mr D. Sandel
Riverfield Drive Estate MK41 0TS

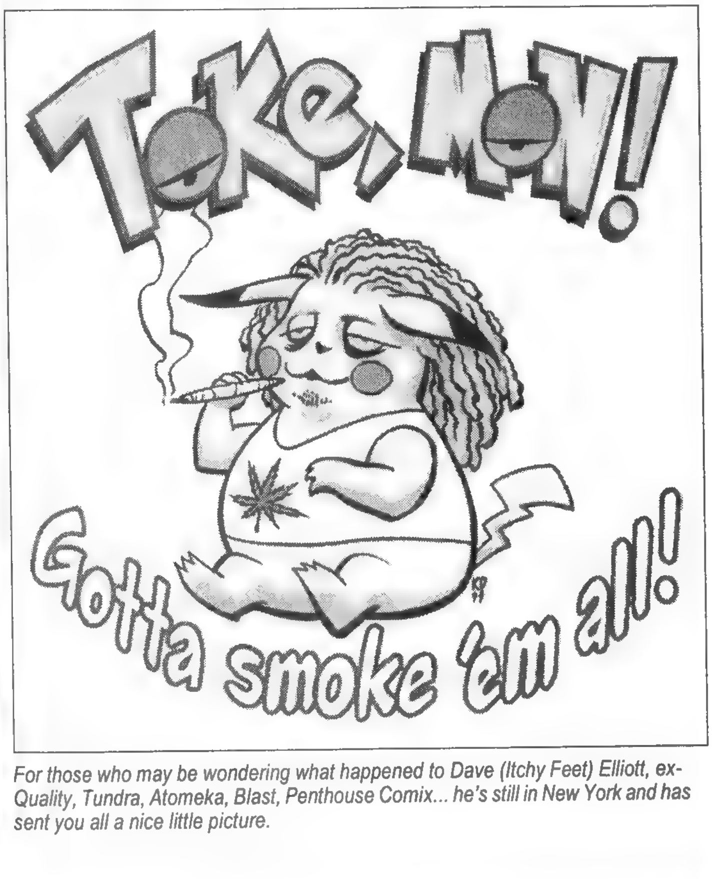
AS A REGULAR reader of **CI** and having seen the advertisement regarding the work and life of Frank Bellamy, I just thought I'd drop you a line to encourage Paul Holder with his endeavour.

I must admit to knowing next to nothing regarding Frank Bellamy, but Holder's obvious enthusiasm for has sparked my interest (also the great art that was reproduced has helped).

As a child of the '70s, most of the artists I admired were Americans. Jack Kirby, George Perez and John Byrne readily spring to mind for their work for Marvel.

After seeing the reproductions of Bellamy's artwork, I feel disappointed to have missed out on his work the first time around. I hope the book helps to introduce Bellamy's art to a new generation of comic fans and that his legacy will not be forgotten.

Good luck to Paul Holder in his project, I hope it goes well!


Toke, Mon!
Gotta smoke 'em all!

*For those who may be wondering what happened to Dave (Itchy Feet) Elliott, ex-Quality, Tundra, Atomeka, Blast, Penthouse Comix... he's still in New York and has sent you all a nice little picture.*

# Directory

**An at-a-glance reference guide to everything that counts in comics**

## Comics Publishers

### North America

*Unlike Europe, North American publishers invariably favour indie status to that of small press. This results in there being hundreds of comics publishers. While circulations vary immensely the following are the major comics producers with titles printing between 5,000 and 150,000 copies.*

**AARDVARK-VANAHEIM**, PO Box 1674 Station C, Kitchener, Ontario, Canada N2G 4R2 (Cerebus)
**ABSTRACT STUDIOS**, PO Box 271487, Houston, TX 77277-1487 (Strangers in Paradise)
**AC COMICS**, PO Box 521216, Longwood, FL 32752-1216 (adventure titles, Golden Age superhero and western reprints)
**ACCLAIM**, 1 Acclaim Plaza, Glen Cove, NY 11542 (game tie-in adventure and Valiant superhero imprint) (00)1 516 656 5000
**AMERICAN MEDIA CONSUMER ENTERTAINMENT, INC**, 600 East Coast Avenue, Lantana, Florida 33464 (Cracked) (00)1 561 586 1111
**ANTARCTIC PRESS**, 7272 Wurzbach, Suite 204, San Antonio TX 78240 (adventure and US manga)
**ARCHIE COMIC PUBLICATIONS**, 325 Fayette Avenue, Mamaroneck, NY 10543 (humour) (00)1 914 381 5155
**AWESOME ENTERTAINMENT**, 9744 Wilshire Boulevard, Suite 402, Beverly Hills, Los Angeles, CA 90212 (adventure)
**BONGO ENTERTAINMENT**, 1440 South Sepulveda Boulevard, 3rd Floor, Los Angeles, CA 90025 (The Simpsons) (00)1 310 966 6168
**CALIBER COMICS**, PO Box 6191, Plymouth, MI 48170 (b&w adventure) (00) 1 734 462 0457
**CARTOON BOOKS**, PO Box 16973, Columbus, OH 43216 (Bone)
**CHAOS! COMICS**, 7655 East Gelding Road, Suite B-1, Scottsdale, AZ 85260 (fantasy and horror) (00)1 480 991 9080
**CROSSGENERATION COMICS**, 4023 Tampa Road, Suite 2400, Oldsmar, FL 34677 (adventure) (00)1 813 891 1702
**CRUSADE ENTERTAINMENT**, 83 South Main Street, Sayville, NY 11782 (fantasy and adventure) (00)1 516 218 0300
**DARK HORSE COMICS**, 10956 South East Main Street, Milwaukie, OR 97222 (adventure, licensed and manga) (00)1 503 652 8815
**DC COMICS**, 1700 Broadway, NY 10019 (adventure and humour, Vertigo and Paradox Press imprints) (00)1 212 636 5400
**DISNEY COMICS**, 500 S. Buena Vista St, Burbank, CA 91521 (humour) (00)1 818 507 5739
**DRAWN & QUARTERLY**, PO Box 48056, Montreal, Quebec, Canada H2V 4SB (b&w biog)
**DYNAMIC FORCES**, 155 Ninth Avenue, Suite E, Runnemede, NJ 08078 (variant editions, merchandise) (00)1 856 312 1040
**FANTAGRAPHICS BOOKS**, 7563 Lake City Way North East, Seattle, Washington 98115 (black & white adventure, biog and Eros adult) (00)1 206 524 1967
**HARRIS COMICS**, 1115 Broadway, 8th Floor, NY 10010 (Vampirella, fantasy and horror) (00)1 212 807 7100
**HARVEY COMICS ENTERTAINMENTS**, 100 Wilshire Boulevard, Santa Monica, CA 91401 (humour) (00)1 310 451 3377
**HEAVY METAL**, 100 Merrick Road, Suite 400 East, The Rockville Center, NY 11570 (adult fantasy magazines and spin-offs) (00)1 516 594 2130
**IMAGE COMICS**, 1440 North Harbor Boulevard, Suite 305, Fullerton, CA 92835 (adventure) (00)1 714 8718802
**MARVEL ENTERTAINMENT GROUP**, 387 Park Avenue South, NY 10016 (adventure, humour and licensed) (00)1 212 696 0808
**NBM PUBLICATIONS**, 185 Madison Avenue, Suite 1504, NY 10016 (adult fantasy graphic novels and magazines)
**ONI PRESS**, 6336 South East Milwaukie Avenue, PMB 30, Portland, OR 97202 (adventure) (00)1 503 233 1377
**SIRIUS ENTERTAINMENT, INC**, PO Box 128, Stanhope, NJ 07874 (adult)
**SLAVE LABOR GRAPHICS PUBLISHING**, 848 The Almeda, San Jose, CA 95126 (fantasy black & white) (00)1 408 279 0451
**TOP COW**, 10390 Santa Monica Boulevard #110, Los Angeles, CA 90025 (adventure and licensed)
**VEROTIK**, PO Box 64859, Los Angeles, CA 07043 (adult fantasies)
**VIZ COMICS**, PO Box 77010, San Francisco, CA 94107 (English translated manga)
**WaRP GRAPHICS**, 43 Haight Avenue, Poughkeepsie, NY 12601 (Elfquest and spin-offs) (00)1 914 473 9277
**WILDSTORM**, 7910 Ivanhoe Street, #438 La Jolla, CA 92037 (includes ABC, Cliffhanger and Homage imprints)

### United Kingdom

*The following are major UK newsstand comics and graphic novel publishers. If calling from outside of the UK, drop the first 0 and replace with: 01144 (USA); 0044 (mainland Europe and Eire); 001144 (Australasia).*

**DC THOMSON**, Albert Square, Dundee DD1 9QJ (humour and adventure)
**EGMONT FLEETWAY**, 25-31 Tavistock Place, London WC1H 9SU (humour, licensed and pre-school) 020 7344 6400
**HAMLYN BOOKS**, Michelin House, 81 Fulham Road, London SW3 (2000 AD graphic novels) 020 7581 9393
**JOHN BROWN PUBLISHING**, The Boathouse, Crabtree Lane, Fulham, London SW6 (Viz) 020 7381 6007
**KNOCKABOUT COMICS**, 10 Acklam Road, London W10 5QZ (humour and underground comix, graphic novels) 020 8969 2945
**PANINI COMICS (UK)**, Panini House, Coach and Horses Passage, The Pantiles, Tunbridge Wells, Kent KT2 5UJ (humour, adventure, Marvel licensed) 01892 500 100
**REBELLION**, through Egmont Fleetway, 25-31 Tavistock Place, London WC1H 9SU (adventure, humour, licensed and pre-school) 020 7344 6400
**THE REDAN COMPANY**, Appleton House, 139 King Street, London W6 9JG (pre-school humour) 020 7434 1612
**SAVOY BOOKS**, 446 Wilmslow Road, Withington, Manchester M20 3BW (mature comic magazines and graphic novels) 0161 833 2664
**TITAN ENTERTAINMENT GROUP LTD**, Titan House, 144 Southwark Street, London SE1 OUP (licensed graphic novels, books, magazines and comics) 020 7620 0200

### France

*The following are the major comics and album publishers. If phoning from USA, code of 0033 becomes 011 33*

**ALBIN MICHEL**, 22 rue Huyghens, 75014 Paris (albums) (0033) 42 79 10 00
**CASTERMAN**, 66 rue Bonaparte, 75006, Paris (albums and manga) (0033) 40 51 28 00
**DARGAUD**, 6 rue Gager Gabillot, 75015 Paris (albums and manga) (0033) 40 45 35 39
**DELCOURT**, 5 passage du Mont-Cenis, 75018 Paris (albums and comics) (0033) 53 41 86 10
**FLUIDE GLACIAL**, 33 avenue du Main, BP 187, 75755 Paris (comics and albums) (0033) 43 20 23 96
**GLENAT**, 31 rue Ernest Renan, 92130 Issy les Moulineaux (albums and manga) (0033) 41 46 11 11
**J'AI LU**, 84 rue de Grenelle, 75007 Paris (manga) (0033) 44 39 34 70
**LES HUMANOIDES ASSOCIES**, 24 avenue Philippe Auguste, 75011 Paris (albums) (0033) 44 93 88 33
**MARVEL**, BP 62, 06702 St Laurent Duvar (0033) 92 12 57 57
**SEMIC FRANCE**, 45 rue Broca, 75005 Paris (comics) (0033) 43 36 32 00

READERS: THERE'S MORE TO COME! DON'T MISS *HALLMARKS* FOLLOWING THIS SECTION!

# Retail Index: UK

**Key to abbreviations used:**
imp = air imported new issues
back = back issues stocked
s-p = small press & fanzines
merch = trading cards, videos, T-shirts, posters, etc
gn = graphic novels
tpbk = trade paperbacks
ind = independent comics
u/g = underground comix
STO = Standing order service (new comics reserved)
RPG = role playing games
CCG = customisable card games
prl = peripherals/supplies

*Sorry, no websites, this is a shop guide*

*When telephoning from outside the UK, drop the first 0 and replace with: 01144 (USA); 0044 (mainland Europe & Eire); 001144 (Australasia).*

## Central London

**Avalon Comics**, 143 Lavender Hill, Battersea, London SW11 5QJ. Mon-Thurs 10-5 45; Fri 10-6.30; Sat 9.30-5.30; Sun 11-3.30 (imp, back, merch, gn, tpbk, ind, ind, STO, CCG, prl) 020 7924 3609

**B-Hive**, 28 Denmark Street, London WC2 Mon-Fri 10-7; Sat 9-6; Sun 11-5 (imp, back, merch, gn, ind, toys) tel/fax: 020 7836 3036

**Book & Comic Exchange**, 14 Pembridge Road, Notting Hill Gate, London W11. Mon-Sun 10-8. Nothing legal refused! (back, ind, u/g) 020 7229 8420

**Comic Showcase** 63 Charing Cross Road, London WC2H 0NE. Sun-Wed 10-7; Thurs-Fri 10-8; Sat 9.30-8 (imp, back, s-p, merch, ind, u/g, cartoon books, original art) 020 7434 4349

**Forbidden Planet**, 71-75 New Oxford Street, London WC1A 1DG Mon-Wed/Sat 10-6; Thurs-Fri 10-7 (imp, back, s-p, merch, ind, film/TV) 020 7836 4179

**Gosh!**, 39 Great Russell St, London WC1B 3PH (opposite British Museum). 10-6 (inc Bank Holidays); Thurs-Fri to 7 (imp, back, merch, ind, u/g, STO, foreign, largest range newspaper strip compilations in UK) 020 7636 1011

**Mega-City Comics**, 18 Inverness Street, Camden Town, London NW1 7HJ. Mon-Sun 10-6; (Thurs-Fri to 7) (imp, back, s-p, merch, ind, u/g, film/TV, fantasy/horror, body art, subculture, STO) 020 7485 9320

**Mighty World of Comicana**, 237 Shaftsbury Ave, London WC2H 8EH. Mon-Wed 10.30-6.30; Thurs-Sat 10-7; Sun 10-4 (imp, back, merch, ind, film/TV/fantasy, STO) 020 7836 5630

## Outer London

**A Place in Space**, 101 Church St, Croydon, Surrey CR0 1RN. Mon-Sat 9 30-5 30 (back, merch, ind, RPG, CCG, sci-fi books, original art, accessories, STO) 020 8686 2400

**Ashcan**, 3 Eagle Star House, 299-301 High Street, Sutton, Surrey SM1 1LG. Mon-Wed/Fri 10.30-5 30; Thurs 10-7; Sat 9-6 (imp, back, merch, ind, STO) 020 8770 3815

**Atomic Comics**, 1112 High Road, Chadwell Heath, Romford, Essex RM6 4AH Mon-Sat 10-6; Fri 10-7 (imp, back, s-p, merch, ind, u/g, STO, Second hand horror, fantasy/sci-fi books, original art) 020 8597 8547

**Calamity Comics**, 160 Station Road, Harrow, Middlesex HA1 2HR. Mon-Wed 10-6, (Thurs-Fri to 7); Sat 9.30-6 (imp, back, s-p, merch, ind, u/g, STO, RPG, fantasy film/TV, books, videos) 020 8427 3831

**Comic Shack**, 720 High Road, Leytonstone, London E11 3NN. Mon-Thurs 9 30-5.30; Fri-Sat 9.30-6.30; Sun 11-5 (back) 020 8539 7260/8555 9303(eve)

**Forbidden Planet**, 175 North End, Croydon CR0 1TP Mon-Sat 9 30-5.30; (Thurs to 7) (imp, back, merch, ind, STO, CCG, film/TV mags, sci-fi/fantasy books, videos) 020 8688 7190

**Into the Void**, 262 Streatham High Road, Streatham SW16 1HS. Mon-Sat 9.30-7; Sun 11-3. (imp, back, merch, STO, toys, action figures, film merch) 020 8677 7037

**Krypton Komics**, 252 High Road, Tottenham, London N15 4AJ (next to Tesco) Mon-Fri 10.30-6; Sat 10-6 Nearest Tube: Seven Sisters Road. (imp, back, s-p, ind, STO) 020 8801 5378 (fax: 020 8376 3174)

**Skinny Melinks**, 66 Loampit Vale, London SE13. Mon-Wed/Sat 11-6; Thurs-Fri 11-7; Sun 11-5 (50p sale on back issues under £3 Sat-Mon) 020 8318 0499

**They Walk Among Us**, 32 Union Court, Sheen Road, Richmond, Surrey TW9 1AA. Mon-Sat 9.30-5.30 (Fri to 6) (imp, back, merch, ind, u/g, STO, fantasy/sci-fi/horror books, subculture) tel/fax: 020 8948 8476

**30th Century Comics**, 18 Lower Richmond Road, London SW15 1JP. Mon-Wed 10.30-6; Thurs-Fri 10.30-7; Sat 10.30-6; Sun 11-5 (imp, back, merch, ind, u/g, STO, Gold/Silver/Bronze Age specialists, British comics/annuals, books) 020 8788 2052

**Time Trek**, 46 High St, Bromley, Kent BR1 1EG. Mon-Wed/Sat 9.30-5.30; Thur 10-8; Sun 10-4 (imp, back, merch, ind, STO, CCG) 020 8313 0677

## South East

**The American Comic Shop**, 1 Church Street, Chatham, Kent ME4 4BS (just off High Street). Mon-Thurs 10-5.30; Fri 9.30-5.30; Sat 9-5.30. (imp, back, merch, ind, STO, Star Trek/Star Wars) 01634 817410

**Calamity Comics 2**, 90 Queens Road, The Broadway, Watford WD1 2LA. Mon-Tues 10-5.30; Thurs/Fri 10-7; Sat 9.30-5.30 (imp, back, s-p, merch, ind, u/g, STO, RPG, fantasy film/TV, books, videos)01923 249293

**Cartoon Shop**, 19 East Square, Basildon, Essex SS14 1HT. Mon-Sat 10-6 (imp, back, s-p, merch, ind, STO, RPG) 01268 534194

**Central City Comics**, 4 Eagle Street, Ipswich, Suffolk IP4 1JB. Mon-Sat 10-6 (imp, back, s-p, merch, ind, u/g, STO, foreign) 01473 233017

**Chaos City**, 20 Heritage Close, (off High Street), Saint Albans, Herts AL3 4EB. Mon-Sat 10-5.30 (Thurs to 8); Sun 12-4 (imp, back, merch, STO, RPG, CCG) 01727 838719

**Comic Showcase**, 19-20 Saint Clements Street, Oxford OX4 1AB. Mon-Sat 10-6 (imp, back, s-p, merch, ind, u/g, STO) 01865 723680

**Comics Unlimited**, Unit 11, The Arcade, Letchworth, Herts. Mon-Sat 9-5.30 (closed Wed) (imp, back, merch, STO, RPG, CCG, action figures, videos, Games Workshop) 01462 480018

**David's Comic Shop**, 5 Sydney Street, Brighton, Sussex BN1 4EN. Mon-Sat 9.30-5.45; Sun 11-4 (imp, back, ind, u/g, STO) 01273 691012

**Daydream Nation Trading Cards at Hive**, 6 Kensington Gardens, Brighton BN1 4AL. Mon-Sat 10-6 (CCGs, cards, sports, Ultra-Pro) 01273 687 877

**Forbidden Planet**, 60 Burleigh St, Cambridge CB1 1DJ. Mon-Sat 9.30-6 (imp, back, merch, ind, u/g, STO, CCG, videos, sci-fi/fantasy books, film/TV magazines) 01223 301666

**Forbidden Planet (FPS)**, 63/64 High St, Colchester, Essex. Mon-Sat 10-5.30 (imp, back, s-p, merch, ind, u/g, STO, RPG, t-shirts) 01206 561912

**Hive**, 6 Kensington Gdns, Brighton BN1 4AL. Mon-Sat 8.30-6; Sun 11-5 (imp, back, ind, u/g, STO) 01273 687802

**Hive**, Unit 22, The Guildbourne Centre, Chapel Road, Worthing, West Sussex BN11 1LZ. Mon-Sat 9.30-5.30 (imp, back, ind, u/g, STO) 01903 213131

**Incognito Comic Shop**, 1-2 The Friars, Canterbury, Kent CT1 2AS. Mon-Fri 10-5.30; Sat 9-5.30; Sun 11-4 (imp, back, merch, ind, STO, film/TV) tel/fax: 01227 785898

**Incognito Comic Shop**, 21 Union St, Maidstone, Kent ME14 1EB. Mon-Fri 10-5.30; Sat 9-5.30 (imp, back, merch, ind, STO, film/TV) t/f: 01622 683642

**Into the Void**, 324-325 Chartwell North, Top Floor, Victoria Plaza, Southend-on-Sea, Essex SS2 5SR. Mon-Sat 9.30-5.30 (imp, back, merch, ind, u/g, STO) 01702 613021

**Into the Void**, 82 Upper Thames Walk, Bluewater, Kent DA9 9SR. Mon-Fri 10-9; Sat 9-8; Sun 11-5 (imp, back, merch, STO, RPG, CCG) 01322 427660

**Into the Void**, 626-627 Pavillion, Lakeside Shopping Centre, West Thurrock, Essex RM20 2ZN. Mon-Fri 10-7.30; Sat 9-7.30; Sun 11-5 (imp, back, merch, STO, RPG, CCG) 01708 862675

**Off World: The Sci-Fi Store**, Unit 20, Romford Shopping Halls, Market Place, Essex RM1 3AT. Mon-Sat 9.30-5 (imp, s-p, merch, STO, CCG, Star Trek/Wars, sci-fi collectables) 01708 765633

**Phoenix Fantasy**, 9 Market Street, Margate, Kent CT9 1EU. Mon-Sat 10-6 (imp, back, merch, ind, STO, RPG, CCG) 01843 224768

**Slough Computers**, 50 Village Shopping Centre, Slough, Berkshire SL1 1HP. Mon-Sat 9.30-5.30 (imp, ind, STO, cards, second hand computer games) 01753 521594

**Whatever Comics**, 2 Burgate Lane, Canterbury, Kent CT1 2HH. Mon-Sat 10-5.30 (imp, back, s-p, merch, ind, u/g, STO, model kits) 01227 453226

**Whatever Comics**, 5 Middle Row, High Street, Maidstone, Kent ME14 1TF. Mon-Sat 10-5.30 (imp, back, s-p, merch, ind, u/g, STO, model kits) 01622 681041

## Midlands

**Abstract Sprocket**, 29 St Benedicts Street, Norwich, Norfolk NR2 4PF. Mon-Sat 10-5 (imp, back, s-p, merch, ind, u/g, STO) 01603 624410

**Another World**, 42/43 Main Centre (opposite Wilkinsons) Derby. Mon-Sat 9-5.30 (imp, back, merch, ind, STO, RPG, rock/film/TV memorabilia, computer games) 01332 206606

**Another World**, 23 Silver Street, Leicester LE1 5EU. Mon-Sat 9-5 30 (imp, back, merch, ind, u/g, STO, RPG, foreign, alchemy metalware, rock memorabilia) 0116 2515266

**Another World**, 11 Market Street, Nottingham. Mon-Sat 10-5.30 (imp, back, s-p, merch, ind, u/g, STO, RPG, foreign, rock memorabilia, alchemy metalware) 0115 9484122

**Another World**, 52 Stafford Street, Hanley, Stoke-on-Trent, Staffordshire ST1 1JB. Mon-Sat 9-5 30 (imp, back, s-p, merch, ind, u/g, STO, RPG, rock memorabilia, alchemy metalware) 01782 279294 (fax: 202381)

**Another World**, 23 Victoria Street, Wolverhampton WV1 3NP. Mon-Sat 10-5.30 (imp, back, s-p, merch, ind, u/g, STO, RPG, rock memorabilia, alchemy metalware) 01902 717440

**Comic Box**, Unit 3, Antiques Craft and Collectors Market, Salop Street, Wolverhampton. Tues-Wed/Fri 9-4; Sat 9-5 (imp, back, merch, ind, model/resin kits, sci-fi/horror) 01384 835489 or 07808 044754

**Comic Legends**, The Antiques Centre, 60 Ely Street, Stratford-Upon-Avon, Warwickshire CV37 6LN. Mon-Fri 11-5; Sat 10-5; Sun 11-4 (imp, back, merch, STO, RPG, CCG, toys, models, sci-fi/horror) 01789 263349

**Forbidden Planet**, Unit 542, Bull Ring Centre, Birmingham B5 4PX. Mon-Sat 9.30-6; (Thurs to 7). (imp, back, merch, ind, STO, RPG, CCG, film/TV sci-fi/horror books) 0121 643 77273/fax: 643 2202

**Forbidden Planet**, 31 Cross Cheaping, Coventry CV1 1HF. Mon-Sat 9.30-6 (Thurs to 7) (imp, back, merch, ind, u/g, STO, RPG, CCG, film/TV, sci-fi/horror books) 024 76229672

**Forbidden Planet (FPS)**, 129 Middle Walk, Broadmarsh Centre, Nottingham NG1 7LN. Mon-Sat 9-6 (imp, back, s-p, merch, ind, u/g, STO, film/TV, videos) 0115 958 4706

**Forbidden Planet Superstore**, 38 Priory Queensway, Birmingham B4 7LA. Mon-Sat 9.30-5.30; (Thurs-Fri to 6) (imp, back, merch, gn, ind, STO, RPG, CCG, action figures, books, clothing, games, mags, model kits, toys, videos) 0121 236 3026

**Ground Zero**, 9 Toothill Lane, Mansfield, Nottinghamshire NG18 1NJ. Mon-Sat 9-5 (imp, back, merch, STO, CCG, prl, toys) 01623 622017

NEW **Infinity & Beyond** (formerly Time Zone), 31 Castle St, Shrewsbury, Shrops SY1 2BQ. Mon-Sat 9.30-5.30, Sun 11-4 (imp, merch, gn, tpbk, STO, CCG, prl, action figures) 01743 365192 (fax: 270244)

**Nostalgia & Comics (FPS)**, 14-16 Smallbrook, Queensway, Birmingham. Mon-Thurs 9.15-5.45; Fri-Sat 9.15-6 (imp, back, s-p, merch, ind, u/g, STO) 0121 643 0143

**Page 45**, 9 Market Street, Nottingham NG1 6HY. Mon-Sat 9-6. (imp, back, s-p, merch, gn, ind, u/g, STO, manga) 0115 9508045

**Phoenix Comix**, 29 Abington Square, Northampton NN1 4AE. Mon-Sat 9.30-5 (imp, back, merch, ind, STO, RPG, CCG, action figures) 01604 602311

**Sci-Fi Unlimited**, 4 Clair Court, Lime Street, Bedford MK40 1NH. Mon-Sat 10-5 30 (imp, back, merch, STO, RPG, CCC, action figures, videos) 01234 218984

NEW **Travelling Man**, c/o Gamestation, 1st Floor, 16 Angel Row, Nottingham NG1 6HL Mon-Sat 9.30-5.30 (imp, back, merch, ind, STO, RPG, CCG, action figures, miniatures) 0115 950 9231

## North West

**All-American**, 102 Newport St, Bolton BL3 6AB. Mon-Sat 10-6 (imp, back, merch, gn, STO, Star Wars, Wrestling, action figures, S/Age, videos, records, CDs, mags) 01204 366553

**Alpha Omega Comics**, 33-35 Library Street, Wigan, Lancs WN1 1NN. Mon-Sat 9.30-5 (imp, back, merch, STO, videos) 07808 547722

**Forbidden Planet**, 92 Bold Street, Liverpool L1 4HY. Mon-Sat 9 30-5.30 (Thurs to 7) (imp, back, merch, ind, u/g, STO, RPG, CCG, film/TV, sci-fi/horror books) 0151 707 1491

**Forbidden Planet Megastore (FPS)**, 65 Oldham Street, Piccadilly, Manchester M1 1JR Mon-Sat 9.30-5.30 (2 floors; imp, back, merch, STO, RPG, CCG, books, toys, film/TV tie-ins, manga) 0161 839 4777

**Imagination Station**, 16 Botchergate, Carlisle, Cumbria CA1 1QS. Mon-Sat 9.30-5 (imp, back, merch, ind, STO)

NEW **Judecca**, 1st Floor, The Old Vicarage, 24 Zetland Street, Wakefield WF1 1QT. Mon-Sat 10-5 (back, s-p, gn, tpbk, ind, u/g, prl) 0776 951 4624 (fax: 01924 201104)

**The Last Picture Show**, 52-53 Festival Village, Trafford Centre, Manchester M17 8FS. Mon-Fri 10-9; Sat 9-7; Sun 11-6 (imp, back, merch, ind, STO, RPG, CCG, film/TV, rock memorabilia) 0161 747 4177

**Metropolis Collectables**, Unit 11-12 (basement) Jaxons Court, off Hallgate, Wigan. Mon-Sat 10-5 (imp, back, merch, gn, ind, CCG, Doctor Who specialist, Star Wars/Trek, videos, toys, games) 07990 808060

**Millennium Comics**, 4 Church Road, Northwich, Cheshire CW9 5NT. Mon-Tues 10-5; Wed closed; Thurs-Fri 10-5.30; Sat 9-5 (imp, back, s-p, merch, STO, RPG, action figures, toys) tel/fax: 01606 49255

**Thunderbooks**, 332 Lytham Road, Blackpool FY4 1DW. 10-5.30 Mon, Tues, Thurs-Sat (Sun June-Oct inc); Wed 1-3.30 (imp, back, merch, ind, STO, media collectors' items) 01253 348321 (fax: 407813)

**Thunderbooks II**, 116 Friargate, Preston, PR1 9EE. Mon-Sat 10-5.30 (imp, back, s-p, merch, ind, STO, RPG) 01772 204287

**Time Tunnel**, 13 Earle Street, Crewe, Cheshire CW1 2BS. Mon and Wed-Sat 9.30-6 (imp, back, merch, STO, film/TV memorabilia, action figures, videos, model kits) 01270 215496

**Worlds Apart**, 58-60 Lime Street (city centre), Liverpool. Mon-Sat 10-6 (Fri 10-7) (imp, back, merch, ind, STO, film magazines) 0151 707 0839

## North East

**Books N' Comics**, Unit 15, Forbes Building, Linthorpe Road, Middlesbrough, Cleveland TS1 4AW. Mon-Sat 10-5.30 (imp, back, s-p, merch, ind, STO, fantasy/film magazines, Doctor Who/Star Trek) 01642 249143

**Forbidden Planet (FPS)**, 30 Eastgate, The Headrow, Leeds LS2 7JL. Mon-Sat 9.30-5.30 (imp, back, merch, LF film books, film/TV mags, posters, toys, kits, trading cards, stills, Star Trek/Doctor Who) 0113 242 6325

**Forbidden Planet**, 59 Grainger Street, Newcastle NE1 5JE. Mon-Sat 10-6 (imp, back, merch, ind, u/g, STO, film/TV magazines, fantasy/sci-fi books, videos) 0191 261 9173

**Forbidden Planet (FPS)**, 12 Matilda, off the Moor, Sheffield Mon-Fri 10-6; Sat 9 15- 5.30 (imp, back, s-p, merch, ind, u/g, original art, model kits, sci-fi/fantasy books, horror mags, newspaper strip books) 0114 276 9475

**Galaxy 4**, 493 Glossop Rd, Broomhill, Sheffield S10 2QE Mon-Sat 10-5 (imp, back, s-p, merch, ind, STO, Doctor Who/Star Wars specialists, TV, paperbacks) 0114 268 4976

**The Last Picture Show**, 38-39 The Lanes, The Oasis, Meadowhall Centre, Sheffield S9 1EP Mon-Thurs 10-8; Fri 10-9; Sat 9-7, Sun 11-5 (imp, back, merch, ind, STO, RPG, CCG, film/TV and rock memorabilia) 0114 256 9604 (fax: 255 3399)

**Off-World Comics**, 200 Park View, Whitley Bay, Tyne & Wear NE26 3QP Mon-Tues/Thurs 10-5.30 (closed Wed); Fri 10-6; Sat 10-5 30 (imp, back, merch, ind, STO, CCG) 0191 251 2288

**Resurrection Comics & Games**, 22 Redcar Road, Guisborough, Cleveland TS14 6DB Wed-Sat 12-7; Sun 12-6 (imp, back, merch, gn, ind, STO, RPG) 01287 207100

**Sheffield Space Centre**, 33 The Wicker, Sheffield. Mon-Sat 10-5 (Wed closed) (imp, back, s-p, merch, ind, STO, Star Trek) 0114 275 8905

**Star Rider**, 128 Victoria Street, Grimsby DN31 1NT. Mon-Sat 10-5 (imp, back, merch, STO, CCG, action figures, DVD/film/TV 01472 354 590

**Star Store**, 66-68 Cambridge Street, Sheffield S1 4HP. Mon-Sat 9.30-5.30 (imp, back, merch, ind, STO, RPG, CCG, film/TV/rock) 0114 273 0066

**Travelling Man**, Unit 8/9, The Corn Exchange, Call Lane, Leeds LS1 7BR. Mon-Thurs 10-5.30, Fri-Sat 9-5.30, Sun 11-5 (imp, back, merch, ind, STO, RPG, CCG, action figures, miniatures) 0113 242 7227

**Travelling Man**, 54 Goodramgate, York YO1 2LF Mon-Sat 10-5.30 (imp, back, merch, ind, STO, RPG, CCG, action figures, miniatures) 01904 628787

**The Twilight Zone**, 69 Godwin St, Bradford. Mon-Fri 9.30-5; Sat 9.30-5.30 (imp, back, merch, gn, ind, STO, Star Trek/Wars, videos) 01274 745567

## West Country

**American Dream Comics**, 72 Walcot Street, Bath BA1 5BD. Mon-Fri 10-5, Sat 10-5.30 (imp, back, s-p, merch, ind, u/g, STO, original art, hobby kits, CDs) 01225 424881

**Area 51**, 143 Gloucester Road, Bristol. Mon-Sat 10-5.30 (imp, back, merch, ind, u/g, STO, RPG, original art) 0117 924 4655

**Automattic Comics**, Unit 2, 17 Pickwick Road, Corsham SN13 9BQ Mon-Tues 12-5, (Wed closed), Thurs-Sat 10-6 (imp, back, s-p, merch, ind, u/g, STO) 01249 701647

**NEW** **Collector's Choice**, 74 Southgate St, Gloucester GL1 2DX. Mon-Sat 9-5 (S/Age, British comics and annuals, vintage mags, toys, memorabilia) 01452 410232

**Forbidden Planet**, 30 Penn St, Bristol BS1 3AS Mon-Fri 9.30-5 30 (Thurs to 7), Sat 9 30-6 (imp, back, s-p, merch, ind, u/g, STO, film/TV mags, subculture, body art) 0117 929 8692

**Forbidden Planet (FPS)**, Leigh Delamere Granada Services, M4 Eastbound, Wiltshire SN14 6LB. Mon-Sun 8-8 (merch, gn, video, fantasy film/TV) 01666 837 712

**Forbidden Planet (FPS)**, Reading Granada Services M4 Eastbound, Reading RG30 3QU Mon-Sun 8-8 (merch, gn, video, fantasy film/TV) 01118 951 2475

**Forbidden Planet**, 43-45 East Street, Southampton SO14 3HN. Mon-Fri 9.30-5 30 (Thurs to 6), Sat 9.30-6 (imp, back, s-p, merch, ind, u/g, STO, video, film/TV) 023 80230991(fax: 230996)

**Heroes for Sale**, 11 Grosvenor Terrace, Cheltenham, Gloucs GL52 2SA Mon-Fri 9.30-5.30; Sat 9.30-6 (imp, back, merch, STO, RPG, CCG, action figures, movie props) 01242 269452

**Ian's Books & Comics**, 195a Albert Road, Southsea, Portsmouth PO4 0JP (next to tesco). Mon-Tues/Thurs-Fri 10.30-5 15 (Wed closed) Sat 10-5.15 (imp, back, s-p, tpbk, STO, prl, toys) 023 92422731

**Into the Void**, 11 Rodbourne Rd, Swindon SN2 2AG. Mon-Sat 9-5 (imp, back, merch, STO, CCG) 01793 434363

**Kathies Comics**, 20 Market Avenue, Plymouth, PL1 1PH. Mon-Fri 9.30-5 30; Sat 9-5.30 (imp, back, s-p, merch, ind, STO) 01752 257800

**Paradox Comics**, 30 Hill Street, Poole, Dorset BH15 1NR. Mon-Fri 10 30-5; Sat 10-5 (imp, back, merch, gn, ind, STO, videos) 01202 661346

**Purple Haze**, 38 Eastlake Walk, Drakes Circus Shopping Centre, Plymouth, Devon PL1 1BX. Mon-Fri 10-5.30, Sat 9-5.30 (imp, back, merch, ind, u/g, STO, mag, film, TV, sci-fi/horror/genre books, videos, Star Trek/Wars, cassettes/CDs) 01752 254136

**MOVED** **Wonderworld**, 632 Christchurch Rd, Boscombe, Bournemouth BH1 4BP. Tues-Sat 10-6 (imp, back, merch, ind, STO, Star Wars/Trek) 01202 394918

## Wales

**Cardiff Fantasy Centre**, 1st Floor, Jacobs Market, West Canal Wharf, Cardiff. Sat 9.30-4.30 (imp, back, STO; est over 20 years) 029 206 58184 (eve)

**Comix Shoppe**, 13 Shoppers Walk, Swansea SA1 3AY. Mon-Fri 10-5, Sat 10-5.30 (imp, back, merch, ind, u/g, STO, RPG, CCG, anime, Games Workshop) 01792 642097

**Forbidden Planet (FPS)**, 5 Duke Street, Cardiff. Mon-Sat 10-5.30 (imp, ind, back, merch, u/g, STO, sci-fi/fantasy/horror books, Star Trek/Wars) 029 202 28885

**Journey into Mystery** Stall 237, 1st Floor, Cardiff Central Market, City Centre. Tues-Fri 11-5; Sat 10.30-5.15 (back, STO, est 12 years) 07974 054880

**Negative Zone**, Provision Market Gallery, High Street, Newport, Gwent NP9 1DD. Mon-Sat 9.30-5 (imp, back, s-p, gn, ind, STO; established for 11 years) 01633 222159

## Scotland

**A1 Books & Comics**, 31-35 Parnie Street, Glasgow G1 5RJ. Mon-Wed 9.30-5.30; Thurs-Sat 9.30-6; Sun 12-5 (imp, back, s-p, merch, ind, u/g, STO) 0141 552 6692

**A1 Comics West End**, 635 Great Western Road, Glasgow G12. Mon-Sat 10-6; Sun 12-5 (imp, back, merch, ind, STO) 0141 357 6944

**Asylum Books & Games**, 29 Adelphi, Aberdeen AB11 5B2. Mon-Sat 10-6 (Mon/Thurs to 8); Sun 12-5 (imp, back, new/second hand RPG, STO, books, miniatures, CCG, original art) 01224 574637

**Black Hole Comic Shop**, Unit 3, 5 Victoria Road, Dundee DD1 1ER. Mon-Thurs 10-5; Fri-Sat 10-5.30 (imp, back, ind, STO, second hand records, CDs, videos) 01382 221037

**City Centre Comics**, 168 Buchanan St, Glasgow G1 2LW. Mon-Wed 10-5.30; Thurs-Fri 10-6; Sat 10-5.30; Sun 12-5 (back)0141 331 1215 (632 2786, eve)

**Forbidden Planet (FPS)**, 40-41 South Bridge, Edinburgh EH1 1LL. Mon-Wed 10-5.30, Thurs 10-6.30; Fri-Sat 10-5.30 Sun 12-5. (imp, s-p, merch, ind, STO, foreign) 0131 558 8226

**Forbidden Planet (FPS)**, 168 Buchanan Street, Glasgow G1 2LW. Mon-Sat 10-5.30, Sun 12-5 (imp, back, s-p, merch, ind, u/g, STO) 0141 331 1215

**Future Shock**, 89 Byres Road, Glasgow G11 5HN. Mon-Sat 10-6; Sun 12-5 30 (imp, back, merch, ind, STO, imported/old sci-fi paperbacks specialist) 0141 339 8184

**Justice Comics**, Unit 36, The Arcade, Stirling, Fife FK8 1AX. Mon-Sat 10-5 (imp, back, merch, ind, STO) 01786 447687

**Plan 9**, 9 Rosemount Viaduct, Aberdeen AB1 1NE. Mon-Sat 9.30-5.30 (Thurs to 7.30), Sun 1-4.30. (imp, back, ind, STO, RPG, war game specialist, kits, Star Trek/Wars, MTG, magick/tarot) 01224 624467

## Northern Ireland

**Talisman Comics**, 47 Winetavern Street, Belfast BT1 1JQ Mon-Sat 9.30-5 30 (imp, back, merch, ind, u/g, STO) 028 90438744

## Retail Index: USA

*When telephoning from outside the USA, include the bracketed 00. Out-of-town US calls begin with the 1 prefix only. The following is a fraction of the estimated 3,000+ US comics stores.*

### Alabama

**Optic Nerve**, 1930 12th Avenue South, Birmingham AL 35205 (film, newsstand, ind) (00)1 205 933 2787

### Alaska

**Bosco's in Spenard**, 2606 Spenard Rd, Anchorage 99503. Mon-Sat 11-8, Sun 12-6 (new, back, CCG, RPG, cards, anime, merch, pop culture, costumes) (00) 1 907 274 4112 (fax: 4117)

**Bosco's Diamond Centre**, 800 East Diamond Boulevard, Anchorage 99577. Mon-Fri 10-9; Sat 10-6; Sun 12-5 (new, back, CCG, RPG, cards, anime, chess, GW, Star Wars/Trek) tel/fax: (00) 1 907 344 3963

**Bosco's in Eagle River**, 11432 Business Boulevard, Eagle River. Mon-Sat 12-8, Sun 12-5 (new, back, CCG, RPG, cards, sci-fi, posters) tel/fax: (00) 1 907 696 5166

### Arizona

**Lost Dutchman**, 747 West Camelback Road, Phoenix, AZ 85013. Mon-Sun 10-7. (new, back inc 50,000+ Silver Age)tel/fax: (00)1 619 278 0371

### California

**Comickaze**, 5525 Clairemont Mesa Boulevard, San Diego, CA 62117-2342. Mon-Fri 11-7; Sat 11-6; Sun 12-6 (new, back, CCG, video, merch) (00)1 858 278 0371

**Comix Experience**, 305 Divisadero Street, San Francisco, CA 94117. Mon-Sat 11-7; Sun 12-5 (new, back) (00)1 415 863 9258 (fax: 9299)

**Flying Colors Comics**, 2980 Treat Boulevard, Concord, CA 94518. Mon-Sat 11-7 (Fri until 8); Sun 12-6 (new, back, ind, cards, merch) (00)1 510 825 5410 (fax: 5412)

**Lee's Comics, Inc.**, 3783 El Camino Real, Palo Alto, CA 94306. Mon-Sun 11-9 (new, back ('30s to date), anime, manga, s-p, adult, merch) (00)1 650 493 3957

**Lee's Comics, Inc.**, 2222 S El Camino Real, San Mateo, CA 94402. Mon-Sun 11-8, (Wed until 9) (new, back ('30s to date), anime, manga, adult, s-p, merch)(00)1 650 571 1489

**Stand-Up Comics**, 10020 San Pablo Avenue, El Cerrito, CA 94530. Mon-Fri 11-7; Sat-Sun 11-6 (new, back, sport/non-sport cards, anime, CCG, merch) tel/fax: (00)1 510 525 3344

**Third Planet**, 3822 Sepulveda Boulevard, Torrance, CA 90505. Sun-Thur 11-8; Fri + Sat 11-9 (new, ind, back, CCG, RPG, Games Workshop, sci-fi/fantasy books, videos, anime, merch)(00)1 310 791 6227 (fax: 6230)

### Hawaii

**Gecko Books & Comics**, 3613 Waialae Ave, Honolulu, 96816. Mon-Sun 9-9 (new, back, cards, toys, merch, games)(00)1 808 732 1292 (fax: 2188)

### Illinois

**Comic Kingdom**, 5941 West Irving Park Road, Chicago, IL 60634. (new, back; Over 100,000 from 1938 to date) (00)1 773 545 2231

### Louisiana

**Comic Cosmos**, 343 West Esplanade Avenue, Kenner, LA 70065. Mon-Thur 11.30-7, Fri-Sat 11-7.30, Sun 12-5 (new, back, cards, CCG, toys, anime) (00)1 504 286 0039

**Crescent City Comics & Cards**, 6111 Elysian Fields, New Orleans, LA 70122. Mon-Sat 11-7, Sun 12-6 (new, back, cards, CCG, RPG, anime) (00)1 504 286 0039

**More Fun Comics**, 8200 Oak Street, New Orleans, LA 70118. Tues-Sat 11-7, Sun-Mon 12-6 (new, back, cards, CCG, merch, toys, new music, second hand CDs) (00)1 504 865 1800

### Maine

**Casablanca Comics**, 151 Middle St, Portland, ME 04101. Mon-Sat 10-9, Sun 12-7 (new, back, cards, CCG, RPG, merch, artwork, Games Workshop; US distribution for 1000 Editions Manga Art Prints) (00)1 207 780 1676

**Casablanca Comics**, 778 Roosevelt Trail, Windham, ME 04062. Mon-Fri 11-7, Sat 10-6, Sun 12-5 (new, back, cards, CCG, RPG, merch, art, Games Workshop) (00)1 207 892 0056

### Massachusetts

**Comicopia**, 464 Commonwealth Ave, Boston, Massachusetts 02215. Sun-Tues 12-6, Wed 10-8, Thur-Fri 11-7 (new, merch, CCG, White Wolf, manga, trade paperbacks)(00)1 617 266 4266

### New York State

**Earthworld Comics**, 327 Central Ave, Albany, NY 12206. Mon-Wed 11-6; Thur-Fri 11-7, Sat 11-6, Sun 12-5 (new, back, ind, manga/anime, sport/non-sport cards, merch) (00)1 518 465 5495

**Forbidden Planet** (**FPS** associate), 840 Broadway (at 13th Street), NY 10003. Mon-Sat 10-10; Sun 12-10 (new, ind, back, RPG, merch, fantasy film/TV books) (00)1 212 473 1576

**Jim Hanley's Universe Ltd**, 4 W 33rd Street (opposite Empire State Building), NY 10001. Mon-Sat 9am-11pm; Sun 10-9. (Everything to do with comics) (00)1 212 268 7088

**Jim Hanley's Universe Ltd**, 325 New Dorp Lane, Staten Island; NY 10306. Mon-Sun; 12-9 (Everything to do with comics) (00)1 718 351 6299

### Ohio

**The Laughing Ogre**, 4258 North High St, Columbus, Ohio 43214. Mon-Sat 10-9; Sun 12-5 (new, back, cards, merch)(00)1 614 267 6473 (fax: 2855)

### Oklahoma

**Time Warp**, 588 S. E. Washington St Bartlesville, OK 74006 (new, back, cards, second hand videogames, CDs, sci-fi/fantasy books) (00)1 918 335 3373

### Pennsylvania

**Comic Castle**, 17 W Fourth Street, Williamsport, PA 17703 Mon-Sun 10-9 (new, back, Silver and Golden Age specialists) (00)1 717 322 8763 (fax: 8764)

**Golden Eagle**, Berkshire Square, 1159 Berkshire Boulevard, Wyoming, PA 19610 (new, back, games, CCG, cards, Star Wars/Trek, autograph collectibles) (00)1 610 376 8255

**Golden Eagle**, Fairgrounds Square Mall, Reading, PA 19605 (new, back, games, CCG, trading cards, Star Wars/Trek, autographs)(00)1 610 921 3160

### Tennessee

**Collector's World**, 1511 East Main Street, Murfreesboro TN 37130 Open 7 days a week (new, back, CCG, merch, cards, CDs) (00)1 615 895 1120

**Collector's World**, Hickory Plaza S/C, 5751 Nolensville Rd, Nashville, TN 37211. Open all week (new, back, CCG, merch, cards, CDs)(00)1 615 895 1120

**Collector's World**, 10820 Kingston Park #10, Knoxville, TN 37922 Open 7 days a week (new, back, CCG, merch, cards, CDs) (00)1 423 675 6830

**Collector's World**, 4006 Granny White Park, Nashville TN 37204 (new, back, CCG, merch, trading cards, CDs) (00)1 615 385 8136

### Texas

**Cliff's Comics**, 2205 West Berry St Fort Worth, TX 76110. (new, back, cards, merch) (00)1 817 927 7172

**Collectible Heroes**, 502 W Calton Road #307, Laredo, TX 78041 Mon-Wed 2-7.30; Thurs-Sat 11.30-7.30 (new, back, sports cards/non-sports cards, merch) (00)1 956 791 8428

**Dragon's Lair Comics & Fantasy**, 616 W 34th Street, Austin, TX 78705 (new, back, games, anime, miniatures, supplies) (00)1 512 454 2399

### Virginia

**Thore Comics**, 3514 Oaklawn Blvd. Hopewell, VA 23860 Mon-Sat 11-7, (new, back; Silver Age specialists, sci-fi, M:TG, NFL cards, 50s-70s rock albums) (00)1 804 458 9561

**Trilogy Shop**, 700 East Little Creek Rd, Norfolk, VA 23518 Mon-Fri 11-7, Sat 10-7, Sun 12-6 (new, back, fanzines, anime videos, Star Trek/Wars, merch)(00)1 757 587 2540 (fax 5637)

**Direct Market Retailers:**

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***Retail Index, Comics International, 8 Trinity Road, London N2 8JJ, England***

*Cheques and international money orders should be made payable to Comics International. Alternatively, payment can be made by credit card, fax: 0(11 44) 20 8883 0302 or e-mail: Comics@Quality.win-uk.net*

The letters **(FPS)** after various entries indicates that the company is part of **Forbidden Planet (Scotland) Ltd**

# Retailers: International

## Australia

**Arcadia Unbound**, 267 Forest Rd, Hurstville, NSW 2220. Mon-Wed/Fri 10.30-7, Thurs 10.30-8, Sat 10-4, Sun 12-3 (US imp, back, manga, merch, CCG. sci-fi/fantasy books/mags, kits and supplies) (0061) 2 9585 1489

**Books & Bounties/Comics Haven**, 157a Charters Towers Rd, Hermit Park, Townsville, Queensland 4812 Mon-Fri 9-6, Sat 9-4 (imp, back, manga, gn, merch, RPG, CCG)(0061) 7 4779 2408

**Fan Attic**, 1st Floor, 91 Elizabeth St, Brisbane, Queensland 4002. Mon-Sun 9 30-5 30 (toys, Star Wars, sci-fi collectibles) (0061) 7 3221 1420

**Kinda Lotsa Comics and Stuff**, Shop 4, 503-511 King Street, Newtown, Sydney, NSW. Mon-Sat 10.30-7.30 (US back, toys, merch, non-sport cards) (0061) 2 9565 1054

**Known Space Books**, 1st Floor, 108 Gawler Place, Adelaide, SA 5000. Wed-Sat 12-6 (US/UK back, 2000 AD, sci-fi books) (0061) 8 8223 4304

**Phantom Zone**, 23 Anderson St, Chatswood, NSW 2067. Mon-Fri 9-6, Sat-Sun 9-4 (imp, back, books, merch, manga, RPG, figures) (0061) 2 9411 3709

**Phantom Zone**, 198 Mann Street, Gosford, NSW 2250. Mon-Fri 9-6, Sat-Sun 9-4. (imp, back, merch, manga, RPG) (0061) 2 43 25 4599

**Phantom Zone**, 207 George St, Liverpool, NSW. Mon-Fri 9-6, Sat-Sun 9-4 (imp, back, merch, manga, RPG, action figures) (0061) 2 9601 2622

**Phantom Zone**, 285 Hunter Street, Newcastle, NSW. 2300. Mon-Fri 9-6, Sat-Sun 9-4. (imp, back, books, merch, manga, RPG, action figures, models) (0061) 2 4929 5717

**Phantom Zone**, 101a Argyle Street, Parramatta, NSW 2150 Mon-Fri 9-6; Sat-Sun 9-4 (imp, back, books, merch, manga, RPG, action figures, models) (0061) 2 9891 1848

**Phantom Zone**, 268 Crown St, Wollongong, NSW. 2500. Mon-Fri 9-6, Sat-Sun 9-4 (imp, back, gn, merch, manga, RPG, models) (0061) 2 4228 7393

## Austria

**Comic Treff**, Getreidemarkt 2-4, 1010 Vienna. Mon-Fri 10-7, Sat 10-1 (US imp, back, manga, gn, CCG, foreign, cards) (0043) 11 586 76 27

## Belgium

**Forbidden Zone**, 25 Rue de Tamines, 1060 Brussels. (3 floors; imp, back, merch, US/French, STO, toys) (0032 2) 534 63 67 (fax 538 24 52)

## Canada

**Connection MD**, 1539 Van Horne Ave, Montreal, Quebec H2V 1L4. Mon-Sat 11-6 (new, merch, back, videos, CCG, cards, toys)(00)1 514 948 2627

**Little Shop of Heroes**, 160 Wallace Ave, S Listowel, Ontario N4W 1X9 (all sorts of cards) (00)1 519 291 2281

**Silver Snail**, 2374 Yonge St, Toronto. (imp, back, merch)(00)1 416 481 4152

## France

**Album**, 67 boulevard St Germain, 75005 Paris. Mon-Sat 10-8; Sun 12-7 (imp, back, gn)(0033) 53 10 00 60

**Album**, 6 rue Dante, 75005 Paris. Mon-Sat 10-8; Sun 12-7 (imp, back, gn) (0033) 43 54 67 09

**Alpha Omega**, 25 rue de la Clef, 59800 Lille. Mon 2 30-7 30, Tue-Sat 10 30-12.30/2 30-7 30 (imp, back, French, merch, trading/gaming cards, toys, RPG, Wars/Trek, B5, L5R)(0033) 320 319 375

**Astro City**, 22 rue Masurel, 59800 Lille. Mon 3-7.30; Tue-Sat 10-12.30, 2-7.30 (imp, manga, toys, cards, merch, kits, UK/French) (0033) 320 55 1010

**Impact Comics**, 64 rue Condorcet, 75009 Paris. Mon-Sat 11-7.30 (imp, back, toys, t/cards, model kits, CCG) (0033) 42 80 30 10

**L'Antre des Dragons**, 56 rue de Loup, 33000 Bordeaux. Mon-Sat 10-1/2-7 (US imp, manga, gn, RPG, CCG, t/cards, merch, video) (0033) 55 65 17378

**Les Nageurs de Sable**, 14 rue Courteline, 37058 Tours. Mon-Sat 11-1/2-7 (imp, back, cards, merch, manga, video, film/TV) (0033) 2 47 39 52 40

**Pulps**, 14 bld Morland, 75004 Paris. Mon-Sat 11-7 (imp, back, cards, toys, RPG) (0033) 1 42 72 55 25

## Germany

**Black Dog Comics**, Rodenberg Strasse 9, 10439 Berlin. Mon-Fri 11-6.30, Sat 11-2 (US imp, back, gn, t/cards) (0049) 30 4473 6486

**Grober Unfug**, Zossenerstrasse 32-33, 10961 Berlin. Mon-Sat 11-7 (US imp, back, manga, gn, CCG, merch, t/cards) (0049) 30 6940 1490

## Greece

**Metropolis Comics**, 94 Metropoleos St, 54622 Thessaloniki. Mon-Sat 10.30-3.30/7.30-11.30 (US imp, back, manga, gn, RPG, CCG, t/cards, merch, foreign) (0030) 3 193 7775

**Solaris**, 6 Botasi Str, 10682, Athens. Mon/Wed/Sat 9-3.30, Tue/Thu/Fri 9-2.30/5-8.30 (US imp, back, manga, gn, t/cards, merch) (0030) 1 384 1065

## Holland

**Henk Lie's Comics & Manga Store**, Zeeduk 104, 1012BB Amsterdam. Mon-Sat 11-6; Sun 11-9 (US imp, manga, cards, toys, merch, CCG, sci-fi) (0031) 20 421 3688 (fax 427 5422)

## Hungary

**Troll Kepregenyta'r**, Terez Krt 13, Budapest 1067. .Mon-Fri 10-6, Sat 10-1(US imp, manga, gn, RPG, CCG, t/cards, merch) (0036) 1 322 6026

## Irish Republic

**Forbidden Planet (FPS)**, 5 Crompton Quays, Dublin 2. Mon-Sat 10-6 (Thurs 10-7); Sun 12-5 (imp, back, ind, merch, u/g, UK, gn, STO) (0035) 3167 10688

## Italy

**Avalon**, via Battisti 9/b, Bologna. Mon 3-7, Tue-Sat 10.30-1/2-7.30 (US imp, back, manga, gn, RPG, CCG, t/cards, merch) (0039) 051 234459

**Avalon**, via Pedriali 21, Forli. Mon 3-7, Tue-Sat 10-1/2-7 (US imp, back, manga, gn, RPG, CCG, t/cards, merch) (0039) 0543 33523

**Avalon**, via Settembrini 20, Milan. Mon 3.30-7.30, Tue-Sat 11-7.30 (US imp, back, manga, gn, RPG, CCG, t/cards, merch) (0039) 022 9400410

**Avalon**, via Foscolo 3, Padova. Mon 3-7, Tue-Sat 10-1/2-7. (US imp, back, manga, gn, RPG, CCG, t/cards, merch) (0039) 049 658290

**Avalon**, via Bissolati 68, Rome. Mon 3-7, Tue-Sat 10-1/2-7 (US imp, back, manga, gn, CCG, t/cards, merch)

**Avalon**, via Magenta 0, Torino. Mon 3.30-7, Tue-Sat 10.30-1, 2-7.30 (US imp, back, manga, gn, RPG, CCG, merch, t/cards) (0039) 011 5617252

**NEW** **Forbidden Planet**, via Pinerolo 11/15, 00182 Rome (US imp, back, gn)(0039) 06 70305702

**Il Marchio Giallo**, via Deghi Scipioni 116, Rome. Tue-Sat 10.30-1/2-7 30 (US imp, back, European, manga, merch, kits) (0039) 06 361 40 60

**La Borsa del Fumetto**, via Lecco 16, 20124 Milano. (US imp, back, European and manga, RPG, CCG, t/cards) (0039) 11 5617252

## Malaysia

**The Mind Shop**, Starhill Centre, Jalang Bukit Bintag, Kuala Lumpur. Mon-Sat 11-10 (US, toys, videos, CCG, RPG, merch)(00603) 241 8871

**The Mind Shop**, S 58 Bandar Utama, Petaling Jaya. Mon-Sat 11-10 (US, toys, videos, CCG, RPG, merch) (00603) 719 8246

**The Mind Shop**, Jin SS21/39, Petaling Jaya. Mon-Sat 11-10 (US, toys, videos, CCG, RPG, merch) (00603) 717 6602

## Portugal

**BdMania/Chiado**, Rua das Flores 67-71 R/C, 1200 Lisboa. Mon-Sat 11-7.30 (US imp, back, manga, CCG, merch, toys, sci-fi, video)(00351) 1 346 1207

**BdMania/Olivais**, Bedeteca de Lisboa, Palacio de Contador-Mor, Rua Cidade de Lobito, 1800 Lisboa. Mon-Sat 11-7 (US imp, back, gn, manga, CCG, toys, merch, sci-fi)

**BdMania/Boavista**, Centro Comercial Brasilia, Loja 203, Rua Luis Veaga Lertao 98-120, 6050 Porto. Mon-Sat 11-11 (US imp, back, gn, manga, CCG, toys, merch, sci-fi) (00351) 2 609 1460 (fax 2 953 8532)

## South Africa

**Euronlag**, Shop 79A, East Rand Mall, Boksburg, Johannesburg. Mon-Sun 9-10 (US imp, back, manga, gn, CCG, cards, merch) (0027) 11 896 3773

**Zed Bree's Comic Universe**, Mediterranean Building, 24 Tenth Ave, Edenvale 1610 Gauteng. 9.30-6 (imp, manga, t/cards, merch, gn, CCG) 002711 453 4215 (fax 453 4459)

## Spain

**Gigamesh**, RDA San Pedro 53, 08010 Barcelona. Mon-Sat 10-1.30/4.30-8 (US imp, gn, manga, RPG, CCG, merch) (0034) 3 246 6359

## Sweden

**Comics Heaven**, Stora Nygatan 23, 11127 Stockholm. Mon-Fri 10-6.30, Sat 11-6, Sun 12-4 (US imp, US back, gn, merch) (0046) 8 202516

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# International Festivals

*A listing of the world's major comics festivals and conventions. For further information, call the organisers on the phone, fax or e-mail numbers provided. To view updates, contact them on their websites. Organisers' estimates of their previous year's attendance is given in brackets.*

## October 7-8: Poland

THE INTERNATIONAL FESTIVAL OF COMICS. (Previous: unknown). Organisers: Lodzki Dom Kultury, Traugutta 18, 90-113 Lodz, Poland. Tel: 0042 633 98 00 ext 244 or 247. E-mail: komiksforum@poczta.wp.pl

## October 14-15: London

MEMORABILIA '00, Sandown Park, Surrey. (previous: unknown). Organisers: Made in Heaven, 1 Star Street, Moffat, Dumfriesshire DG10 9DR. Tel: 01683 220787 fax: 01683 220798. Website: http://www.memorabilia.co.uk

## October 15: Belgium

FACTS, Citadelpark, 9000 Gent. (previous: 5,500). Organisers: Forbidden Zone, 25 Rue de Tamines, 1060 Brussels, Belgium. Tel: 0032 2 534 63 67 fax 0032 2 538 24 52. E-mail: cedric@forbiddenzone.net

## October 20-November 5: Portugal

AMADORA '00. (1999 est: 36,000) Organisers: BD Amadora '00, Fabrica da Cultura, Rua das Industrias, 2700 Amadora. Tel: 00351 1 495 1857 fax: 00351 1 498 2353. E-mail: bd.amadora@mail.telepac.pt

## October 28-November 1: Italy

LUCCA COMICS. (1999 est: 40,000) Organisers: Lucca Comics, Via della Cavallerizza 11, 55100 Lucca, Italy. Tel: 0039 0583 48522 fax: 0039 0583 91203. E-mail: comic&games@lunet.it Website: www.comune.lucca.it/COMICS

## November 4-5: France

**NEW** THE FIRST ANGLO-SAXON COMIC AND BY-PRODUCT CONVENTION. (First) Organisers: Association Oméga, 54 avenue de Verdun, 59300 Valenciennes, France. Tel: 0033 3 27 29 08 71 fax: 0033 3 27 47 97 72. E-mail: franck.blas@wanadoo.fr

## November 25-26: England

MEMORABILIA '00, NEC, Birmingham. (Previous: 22,462). Organisers: Made in Heaven, 1 Star Street, Moffat, Dumfriesshire DG10 9DR. Tel: 01683 220787 fax: 01683 220798. Website: http://www.memorabilia.co.uk

## November: Finland

THE HELSINKI COMICS FESTIVAL. (Previous: 5-10,000). Organisers: Finnish Comics Society, PO Box 927, FIN 00101 Helsinki, Finland. Tel: 00358 9 685 1000 fax: 00358 9 270 90369. E-mail: hcf@kaapeli.fi Website: www.kaapeli.fi/~sarjaks Date: TBA

## January 25-28: France

ANGOULEME BD. (2000 est: 194,000). Organisers: Festival International de la Bande Dessinee, 2 Place d l'Hotel de Ville, 16000 Angouleme, France. Tel: 0033 05 45 97 86 50 fax: 0033 05 45 95 99 28. E-mail: info@bdangouleme.com Website: http://www.bdangouleme.com

## February: England

MEMORABILIA '01, NEC, Birmingham. (Previous: 22,462). Organisers: Made in Heaven, 1 Star St, Moffat, Dumfriesshire DG10 9DR. Tel: 01683 220787 fax: 01683 220798. Website: http://www.memorabilia.co.uk Date: TBA

## March: Italy

LUCCA COMICS. (2000 est: 40,000) Organisers: Lucca Comics, Via della Cavallerizza 11, 55100 Lucca, Italy. Tel: 0039 0583 48522 fax: 0039 0583 91203. E-mail: comic&games@lunet.it Website: www.comune.lucca.it/COMICS

## April: England

MEMORABILIA '01, Sandown Park, Surrey, London. (Previous: unknown). Organisers: Made in Heaven, 1 Star St, Moffat, Dumfriesshire DG10 9DR. Tel: 01683 220787 fax: 01683 220798.

# Classified

## Advertising terms and conditions

Whether for publication or not, all advertisements must be accompanied by full name, home address and daytime phone number of advertiser.

- All private classified Wants or Announcements ads (comics or card related items only) are free of charge. Maximum 50 words, they will be printed at the publisher's discretion when space permits. *(Only one advertisement can be submitted per letter/per issue so everybody gets a chance to fit in!)*
- FOR SALE ads (and dealer wants/announcements) are charged:

(i) General announcements: Stating no issue numbers, prices or titles. Per 50 words (or part thereof) .................................................. £5.00 ($7.50 US)

(ii) List ads: (including specific titles, issues and/or prices. Minimum charge, per 100 words (or part thereof) .................................................. £10.00 ($15.00 US)

Payment (to Comics International) must accompany advertising copy.

***Comics International Classified, 8 Trinity Road, London N2 8JJ***

## For Sale

For sale: **Clerks** 1 £7.50; **Oni Double Feature** 1vfn £6, 2-11 £1 ea; **Black Hole** 1, 3-4 £2 ea; **I Luciphur** 1 £17.50; **Poison Elves** 1-40 £1.75 ea; **Supreme** 41, 44, 49-50, 53, 55 £2 ea, 1-6 (Awesome) £1.50 ea; **From Hell** 1-10 £3 ea; **Sin City: Hell & Back** 1-8 £1.50 ea; **Hard Boiled** 1-3 £7.50; **Stray Bullets** 1-20 £1.25 ea; **Leave it to Chance** 1-10 £12.50, **Bartman** 1-2 £2 ea; **Simpsons Comics and Stories** 1 £5; **Sailor Moon** 1 £4 2-14 £2 ea; **Lone Wolf and Cub** 1-12, 17, 19, 27, 30, 31, 37 £2 ea. 1000s more indies and manga for sale. Send wants lists to Anthony Pick, 20 Grove Rd, Hoylake, Wirral CH47 2DT. Tel: 0151 632 4640

For sale: Silver Age Marvels. Don't miss out on prices never to be seen again, most are reduced by 50% and many are cents copies. Collection includes **Amazing Spider-Man** 6fn- (¢) £150, 18fn- (¢) £45, 50vg- (¢) £30; **Daredevil** 5fn+ (¢) £37.50, 13vfn- (¢) £15; **Silver Surfer** 9vfn- (¢) £20; **Fantastic Four** 48vg- (¢) £56. There are about another 140 1960s comics and hundreds of '70s/'80s/'90s. Call 07790 407830 (daytime) or 0161 368 8086 (evening) for list. E-mail: greg.davis@btinternet.com

For sale: Superb collection of 200 horror comics mainly from the '60s and '70s, including **Eerie**, **Creepy**, **House of Secrets**, **House of Mystery** and more for £75. **Conan the Barbarian** 42-120 (plus extras) for £35. 60 issues of **Savage Sword of Conan** from 2-121 for £30. Most issues of **Ghost Rider** 1-75 (including **Marvel Spotlight**) for £25. **Star Trek** and **The Next Generation** 1-6 for £6 ea. 32 issues of **Legion of Super-Heroes** from 15-60 for £5. **Justice League of America** 32-48 £3. 118 issues of **MAD Magazine** from 1980-1992 (plus extras) for £35. 1960s **Sub-Mariner** 1-8 £15. Will accept the best offers. View in London. Call 07989 238371.

For sale: Thousands of US and UK (Marvel) comics from the Silver Age to the 1990s. Marvel, DC, Image, Chaos, Dark Horse, Harris, Maximum, etc. Includes some free stuff – all you pay is p&p! Send a 1st class stamp for lists to Robert Sweeney, 12a Union Street (back basement), Greenock PA16 8JJ. Tel: 01475 783200

For sale: Most issues of **2000 AD** from 1 to 1090, plus **2000 AD** Annuals 1978-1991, **Sci-fi Specials** 1983-1996 and **Best of 2000 AD** 1-100. Also **Judge Dredd** Annuals, Yearbooks, **Complete Judge Dredd** 3-40, **Megazine** 1st and 2nd series and **Mega Specials**, etc. Dredd, Batman, graphic novels, **Starlord**, **Eagle**, **Tornado**, **Doctor Who Weekly** 1-10, **MAD** (UK), **Star Wars Weekly** 2-6, **Return of the Jedi** 1-10, *Episode 1* KFC promotional items and **X Files** (manga) 1-23. Also horror, fantasy and science fiction magazines including **Cinefax**, **Fangoria**, **Hammer**, **SFX**, **Starburst**, **TV Zone** and **X Files**. Send an sae to Gary Logan, 19a Bramston Rd, Harlesdon, London NW10 5TX. Website: www.anglomag.com

Comic reader starts family and needs space! Result? Sale of several hundred comics, including some very collectable items. Mainly in excellent condition, and priced well below dealer's valuations. For list, send an sae to T. Latif, 49 Peterborough Rd; Leyton, London E10 6DL. Tel: 020 7832 6102

For sale: *Star Wars*, *Empire Strikes Back* and *Return of the Jedi* wide vision cards, including full sets, all 30 chrome cards and Ackbar 3-D card; best offer gets the lot! Elektra statue in red costume; £70 ono. **Daredevil** (vol 2) Dynamic Forces cover #1; £8. **Black Panther** (vol 2) DF cover #1; £6. X-Men chrome classics; £10 ea. Marvel trade paperbacks; £3 ea. Various chase cards and promo cards from 50p ea. Star Wars books from £2 ea. Star Wars Trilogy plates; £35 ea. Contact Ash: 01752 218554.

For sale: Lots of **Heavy Metal**, **Groo**, **Cerebus**, **Doom Patrol**, **Shade**, **Naughty Bits**, **Epic Illustrated**, **Hate** – thousands of comics, 1960-'90 Marvel, DC and indies, all at bargain prices! For full list, send an sae to Peter M. Martin, 11 Abbey Road, Edwinstowe, Nottinghamshire NG21 9LQ.

For sale: Around 1,200 DC comics from the early 1960s to the mid 1990s in one bulk sale. Offers invited, buyer to collect. For details, please send an sae to Mr G Griffiths, 27 Pennine View, Glasson Dock, Lancaster, Lancs LA2 0AS.

My first list in over 15 years contains over 8,000 Marvel and DC, over 2,000 indies – mostly '80s to date, many are in near mint condition. Send an sae asking for my comics list to Toe Comics, Richard Domar, 9 Highlands Rd, Wolverhampton WV3 8AH.

Hundreds of bargains! DC, Marvel and indies, as well as supplies. Visit Dark Slayers Comics' new website at: www.darkslayerscomics.com Or send a 1st class stamped sae for our latest comics list to Dark Slayers Comics, 97 Boundary Road, Mountsorrel, Leicester LE12 7EP. Tel/fax: 01664 424465

For sale: Over 500 Silver Age DC, Marvel among others. Includes many key issues in all grades. Over 300 Bronze Age comics, all in good to near mint condition. Also a selection of British comics and reprints from the early 1950s-1970s. For details, send an sae to Chris B. Waters, 40 Phoenix Court, Norreys Drive, Maidenhead, Berks SL6 3UT. Tel: 01628 825488

For sale: Silver Age books, many at 50% of dealer prices! **Uncanny X-Men** 94-376 (including 94vf, 95vf-, 100vf+, 101vf and 26nm Byrne/Claremont issues); **Journey Into Mystery** 84-122 – many in high grade (including issues 84-87, 109 and 112); **Thor** 127-406 – many in high grade. Near mint Walt Simonson **Thor** run at just 50p ea! Several issues of **The Incredible Hulk** (including 181vf). Many other books at 50p to £1! Call Beltan on 020 8257 2791 and leave a message. All enquiries welcome!

For sale: John McCrea and Hunt Emerson artwork. See website for details; www.largecow.demon.co.uk (Emerson) or ds.dial.pipex.com/town/way/xmi94/ (McCrea). Or write (including an sae) to Department C, PO Box 5628, Birmingham B20 2RG. Send £1 for an Emerson printed catalogue.

Sale! Mega summer blowout! Up to a third off all comics! For a catalogue containing thousands of comics Silver Age to present, send a 33p stamp to Across The Void, 43 Spicersfield, Cheshunt, Herts EN7 6HE. E-mail: gray@across-the-void.freeserve.co.uk

## Wanted

*Advertisers are reminded that Wanted ads must be no longer than 50 words (including address), and only single insertion private advertisements can be published free of charge.*

I'm still looking for **Vengeance of Vampirella** 1 royal blue foil edition. Is there no one out there who can help me? If you can, call David on 0161 794 2270.

Wanted: DC/Warner cold cast porcelain figures of Catwoman, Batman, Harley Quinn and Nightwing. All items should be boxed; I am prepared to pay top prices! Also original Bob Kane lithographs and **Batman: Dailies/Sundays** signed hardbacks. **Batman** 155, 121, 179, 189, 198, 208, 227 and 253. **Detective Comics** 235, 255, 265, 327-328, 402, 405, 410, 416, 429, 437 and 439. Call Jamie on 07715 580322

I am looking for the following Marvel mini busts: Cyclops, Storm, Thor, Iron Man, Hulk, Antman, Vision and Magneto. Shaun Mudie, 11 Harpur Place, Thornhill, Egremont, Cumbria CA22 2SG.

Wanted: Silver Age, 1970s and pre-hero comics. **Fantastic Four**, **Spider-Man**, **Avengers**, **X-Men**, **Hulk** and **Thor** especially wanted. Also wanted **Fantastic Four** 5 in fair/poor/coverless (but must have page 19!). For a fair offer, send lists (preferably with telephone number) to Peter Darley, Heroes Forever, 76 Forresters Road, Burbage, Hinkley, Leics LE10 2RX. Tel: 01455 632594. Mobile: 07712 611056.

Wanted: British original art by Frank Bellamy, Mike Noble, Don Lawrence, Gerry Haylock and Ron Turner. Very good prices paid for the best examples. Also wanted; any artwork by Neal Adams. Tel: 01689 898108.

Wanted: **Superman** (Golden Press 11195, 1979) 224 pages, $1.95; **TV Comic** (1960s-1970s); **Photoplay** movie magazines from the 1950s and **Archie 80 Page Giants** only. Everything must be in top condition. John Balfour, Westerstraat 67-3, Amsterdam, Holland 1015 LW.

Wanted: English 1950s space, horror, crime, superhero, jungle and western comics, including **Space Adventures**, **Spaceman**, **Whiz**, **Master**, **Nyoka**, **Captain Marvel**, **Black Magic**, **Comet**, **Marvelman**, **Planet**, **Crimson**, **Captain Valiant**, **Swift Morgan**, **Roy Carson**, **Mystery In Space**, **Marvel Family**, **Super Thriller**, **Speed Kings**, **Strange Worlds**, **Space Commando** plus many similar 1940s and 1950s items. Please write to Mike Morley, 5 Crompton Ave, Sprotboro Road, Doncaster DN5 8ED.

Wanted: **Tom Puss Comics** (Birn Brothers, 1949), will pay anything up to £150; **Panda Comics** (same series, 1949), will pay anything up to £100; **Tom Puss in Rhymeland**, will pay anything up to £100. **Jack and Jill** all-colour giftbooks (edited by Annette Mills), will pay up to £40. Write to Piet Koudenburg, Cortenhoeve 14, 2411 JM Bodegraven, NL-The Netherlands.

## Announcements

*Fanzine and small press titles must not be offered for sale before being printed. To verify publication, a sample copy must be sent in along with the advertising copy (50 words max). Single bookings only, so everybody gets a chance!*

**Parataxis** 10! Bionic Comics' flagship title reaches double figures with a story of rubble, lies, banks of TV sets, mini-golf, telephones and a trip to the asylum. Come and join in the fun by sending two first class stamps to Peter Hammerson, 16 Cartmel Drive, Woddley, Reading, Berkshire RG5 3NG.

**The Trial**, the *Leaflit* wherein readers join the accused in the dock! This challenging and dangerous pseudo-expose flirts with the law as it mixes pornography, satire and documentary to present the detailed account of a sex abuse court case; with authentic exhibits reproduced! Strictly for sensible adults only, this *Leaflit* is 60p (including p&p) from John Robbins, 11 Avonmore Ave, Tallaght, Dublin 24.

**Zum!** is Lazarus! Unfortunately **Zum!**'s address book is out of date. This is to all **Zum!** reviewers – if you are out there, or if you know of the whereabouts of the following, please get in touch: Ros Garbles, Gavin Burrows, Dylan Crabb, Steve Edgell, Teddy Jamieson, Simon Mackie, Steve Marchant, Tom Murphy, Roger Sabin, David A Simpson. Write to Zum! HQ, 17 Lime St, Todmorden, OL14 5JN. Or e-mail: zum@mac.com

Versatile and creative artist required for exciting new comics project. Send samples to Andy, 235 Murchison Rd, Leytonstone, London E10 6LT.

**Welcome to the Weekend**, the new comedy drama from Atomic Comics. Beer, babes and barfing! If you fancy a crazy night out, but want to stay in reading comics, send a cheque for £2 to Steven Wareing, Atomic Comics, PO Box 70, Preston, Lancashire PR1 9GU.

Norwich Science Fiction Group presents: **The Day Norwich Stood Still**. Dan Dare/forgotten heroes/Doctor Who/cartoons/fiction and more... £1.20 (including UK p&p) from 15a St Augustyne's St, Norwich, Norfolk NR3 3BY. (Cheques payable to Norwich Science Fiction Group.) Further details at: www.nsfg.cwc.net

Absolutely free! **Brain Fungus**, this comic won't make you change your underpants, but it might just change your life. For you copy of **Brain Fungus**, just send a postage stamp to Andrew Lewis, 39 Priory Court, Neath SA10 7RZ.

**Comic Talk Preview**, available now! Articles, opinions and top UK artist Phil Winslade interviewed. For just £1 plus a 1st class stamp, cheque payable to M. T. Ahern from J. Ahern (CT), 378 Adams Hill, Bartley Green, Birmingham B32 3PD. Contributions and submission details in the preview.

**Season X**, where humour and science fiction clash! Issue one available now! 70p from Rik Hoskin, 1 Ravensbourne Road, East Twickenham, Middlesex TW1 2DG.

**The Anti-Internet Review**; is Marvel's Ultimate strategy precipitating a multi-media universe? Is on line competition inevitable? Film tie-ins – the downside. Issues one an two are going cheap at £1 the pair, issue three *(X-Men)* at 80p. Cheques payable to The Anti-Internet Review, PO Box 476, Folkestone, Kent CT20 1JA.

Available now for £3 (inc p&p) is **BTCG Adventure** 52. A boy scientist lost in time, a ghost, Robin Hood, The Thin Men and The Earth Dies. Payments to Terry Hooper, 85 Risdale Rd, Ashton Vale, Bristol BS3 2RB.

## Comic Societies

Join The Eagle Society, dedicated to the memory of Britain's National Strip Cartoon Weekly – **The Eagle** 1950-1969. For just £16 per year (cheques should be made payable to The Eagle Society) members receive our quarterly journal **Eagle Times**, as well as the chance to attend social gatherings and meet original **Eagle** contributors. Write to the membership secretary: Keith Howard, 25a Station Rd, Harrow, Middlesex HA1 2UA, or e-mail: Richard.Sheaf@uk.nestle.com

**The Cartoon Art Trust**, 7 Brunswick Centre, Bernard Street, London WC1N 1AF: registered charity, exhibition gallery and library, lectures, Friday evening cartoon classes, free newsletter. Send an sae for details. Tel: 020 7278 7172, fax: 020 7278 4234

**Comics Creators Guild**, 7 Brunswick Centre, Bernard Street, London WC1N 1AF: £30 annual subscriptions, monthly meetings and newsletter, plus the quarterly **Comics Forum** magazine.

**The Scottish Cartoonists Club**, c/o J & T Graphics, 61 Parnie Street, Glasgow.

# Mail Order Specialists

**Key to abbreviations used:**
w/s = wholesale available
dis = bulk discount terms
cat = phone/write for catalogue
s-cat = sae for catalogue
wants = wants lists accepted
s-wants = sae with wants lists
CoBRA = Comic Book Retailers' mail order protection scheme
cc = major credit cards accepted
sae = send stamped, addressed envelope with your enquiry

*When telephoning from outside the UK, drop the first 0 and replace with: 01144 (USA); 0044 (mainland Europe & Eire); 001144 (Australasia).*

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## Golden Age

*Generally acknowledged as being published between 1938 and 1945, the first age of superhero comics, but herein designated to cover all pre-Silver Age American comics*

**Comic Biz**, PO Box 7041, London N12 9NF (wants, CoBRA, cc, cat) 020 8446 3464

**Comic Book Postal Auctions Limited**, 40-42 Osnaburgh Street, London NW1 3ND (cat) 020 7424 0007

**Incognito**, 1-2 The Friars, Canterbury, Kent CT1 2AS (s-wants, CoBRA, cc) tel/fax: 01227 785898

**Mighty World of Comicana**, 237 Shaftesbury Ave, London WC2 (dis, cat, CoBRA, cc) 020 7836 5630

**Quality Comics**, 8 Trinity Road, East Finchley, London N2 8JJ (cat, CoBRA, cc) 020 8442 1434

**Silver Acre Comics**, PO Box 114, Chester CH4 8WQ (s-wants, cc) 01244 680 048 (fax: 680686)

**Vault Comics**, PO Box 257, South Norwood, London SE25 6JN (wants, cc, cat) 020 8771 8278

## Silver Age

*Accepted as starting in 1955 with DC Comics' superhero rebirth through Detective Comics#225 (introducing the Martian Manhunter) and Showcase #4 (introducing the Barry Allen Flash). Herein covering titles up to late 1960s.*

**Comic Biz**, PO Box 7041, London N12 9NF (wants, CoBRA, cc, cat) 020 8446 3464

**Comic Book Postal Auctions Limited**, 40-42 Osnaburgh Street, London NW1 3ND (cat) 020 7424 0007

**Cosmic Comics**, PO Box 1771, London E17 9PW (cat, CoBRA, cc) 020 8527 7824

**East Coast Comics UK**, 28 Acton Road, Lowestoft, Suffolk NR33 7LG (high grade, s-want, cc, sae) 01502 578385 (day) 560727 (eve)

**Incognito**, 1-2 The Friars, Canterbury, Kent CT1 2AS (s-wants, CoBRA, cc) tel/fax. 01227 785898

**Mighty World of Comicana**, 237 Shaftesbury Ave, London WC2 (dis, cat, CoBRA, cc) 020 7836 5630

**Quality Comics**, 8 Trinity Road, East Finchley, London N2 8JJ (cat, CoBRA, cc) 020 8442 1434

**Quicksilver Comics**, 9 George Street, Ossett WF5 9PB (s-cat, dis, wants, cc, CoBRA) 01924 315143

**Silver Acre Comics**, PO Box 114, Chester CH4 8WQ (s-wants, cc) 01244 680 048 (fax 680686)

*NEW* **Silver & Bronze Comics**, PO Box 5528, Derby DE1 9HP (cat, 1950-1979)01332 743758

**Steve Rock Comics**, 4 Orme Drive, Clevedon, Avon BS21 7HD (free cat-Silver to Bronze Age)

**Vault Comics**, PO Box 257, South Norwood, London SE25 6JN (wants, cc, cat) 020 8771 8278

## Post-Silver Age

*Comics from the 1970s to date: From Bronze Age-Marvel Age-Lead Age up to Platinum Age-Gimmick Age-Image Age. Historians will doubtless eventually decide on a name.*

**Cosmic Comics**, PO Box 1771, London E17 9PW (cat, cc, CoBRA) 020 8527 7824

**DBF Comics Mail Order**, PO Box 238, Weston Super Mare BS23 3FJ (s-cat, s-wants)

**Mighty World of Comicana**, 237 Shaftesbury Ave, London WC2 (dis, cat, CoBRA, cc) 020 7836 5630

**Planet Warehouse (FPS)** *formerly Comics Warehouse* PO Box 600, 8 Galliford Road, Maldon, Essex CM9 7XD (w/s, cat, cc, CoBRA) 01621 877244

**Quality Comics**, 8 Trinity Road, East Finchley, London N2 8JJ (cat, CoBRA, cc) 020 8442 1434

## Hot Comics

*Current or key titles, first issues or first appearances of major characters. Investment titles for speculators willing to gamble.*

**K.R.B. Comics**, 21 Banes Down, Nazeing, Waltham Abbey, Essex EN9 2NU (cat, sae, wants)

**Sci-Fi Unlimited**, 4 Clair Street, Lime Street, Bedford, Bedfordshire MK40 1NH (dis, wants, CoBRA, cc) tel/fax: 01234 365522

## Advance Imports

*US comicbooks are not generally available in UK newsagents, except for some sea-freight shipped low-cover price DCs and Marvels, and can only be found through specialists in the rest of the world. The following companies offer air-shipped copies from all of the major US publishers.*

**Avalon Comics**, 143 Lavender Hill, London SW11 5QJ (cc, CoBRA) 020 7924 3609

**Forbidden Planet**, 71 New Oxford Street, London WC1A 1DG (s-cat cc) 020 7497 2150

**Forbidden Planet (FPS)**, 63/64 High St, Colchester, Essex (wants, cat, CoBRA, cc) 01206 561912

**Gosh! Strips by Mail**, 39 Great Russell Street, London WC1B 3PH 020 7636 1011

*NEW* **Infinity & Beyond** (formerly Time Zone), 31 Castle St, Shrewsbury, Shropshire SY1 2BW. (dis, cat, wants, cc) 01743 365192

**K.R.B. Comics**, 21 Banes Down, Nazeing, Waltham Abbey, Essex EN9 2NU (cat, sae, wants)

**Mega-City Comics**, 18 Inverness St, Camden Town, London NW1 7HJ (s-cat, cc, CoBRA) 020 7485 9320

**Planet Warehouse (FPS)** *formerly Comics Warehouse*, PO Box 600, 8 Galliford Rd, Maldon, Essex CM9 7XD (w/s, cat, cc, CoBRA) 01621 877244

**Red Hot Comics**, The Warehouse Block D Unit 7, Glenwood Business Park, Glenwood Place, Glasgow G45 9UH (CoBRA, s-wants, sae, dis) tel/fax: 0141 630 0049

## Limited Editions

*Many high-profile mini-series and one-shots are also available in limited, numbered and often autographed editions (s&n). New titles, to acquire copyright, can also appear in small print-run "ashcan" editions (ash).*

**Comic Biz**, PO Box 7041, London N12 9NF (CoBRA, cc, ash, s&n, cat) 020 8446 3464

**K.R.B. Comics**, 21 Banes Down, Nazeing, Waltham Abbey, Essex EN9 2NU (cat, sae, wants)

## Trading Cards

*An increasing number of mail order dealers carry a wide range of non-sports trading cards and their peripherals (files, folders, sleeves).*

**Beyond Comics**, 76 Harlescott Road, Nunhead, London SE15 3BZ (s-cat, s-wants, sae, CoBRA) tel/fax: 020 7564 4213

**Card Collectors**, 3 Waterford Avenue, Romiley, Stockport SK6 4HL (w/s, dis, cat, wants, CoBRA) tel/fax: 0161 427 1867

**John McDonald: Non-Sport Trading Cards**, 20 Alder Grove, Coatbridge, Lanarkshire ML5 3PT (cat, wants) tel/fax: 01236 433358

**Sci-Fi Unlimited**, 4 Clair Street, Lime Street, Bedford, Bedfordshire MK40 1NH (dis, wants, CoBRA, cc) tel/fax: 01234 365522

## Old British Titles

*The popularity of old British comics continues to increase as more dealers expand into this area. The following specialise in such titles.*

**Comic Biz**, PO Box 7041, London N12 9NF (wants, CoBRA, cc, cat) 020 8446 3464

**Comic Book Postal Auctions Limited**, 40-42 Osnaburgh Street, London NW1 3ND (cat) 020 7424 0007

**Conquistador Comic Art Mail Order**, 158 Kent House Road, Beckenham, Kent BR3 1JY (wants, CoBRA, cat, cc) 020 8659 9714

**Ken Harman Old Comics & Pulps** (wants; call for details) 020 8771 8756

**Weird Fantasy**, 19 Decoy Road, Ormesby, Great Yarmouth, Norfolk NR29 3LG (s-cat, s-wants, annuals specialist)

## Merchandise

*Comics and film and tv-related t-shirts, posters, video games, video films, badges, toys, action figures, etc.*

**Arkanes**, PO Box 728, Swindon SN1 3UF (cat, wants: cult TV, RPG/CCG, Star Trek, Star Wars, Xena, Buffy the Vampire Slayer...)

**Off World: The Sci-Fi Store**, Unit 20, Romford Shopping Halls, Market Place, Essex RM1 3AT. (specialists in Star Trek/Star Wars/sci-fi collectables) 01708 765633

**Sci-Fi Merchandise Direct (FPS)** and **Gear for Games (FPS)** Maldon, Essex CM9 4XD (cat) 01621 877222

**Sci-Fi Unlimited**, 4 Clair Street, Lime Street, Bedford, Bedfordshire MK40 1NH (dis, wants, CoBRA, cc) tel/fax: 01234 365522

**Time Zone**, 31 Castle Street, Shrewsbury, Shropshire SY1 2BW (dis, cat, wants, cc) 01743 365192

## Art & Reference

*Comicbook history reference magazines and books (ref) plus art books (art) and newspaper strip compilations (strip).*

**Conquistador Comic Art Mail Order**, 158 Kent House Rd, Beckenham, Kent BR3 1JY (wants, CoBRA, ref, art, strip, cat, cc)020 8659 9714

## Original Art

*With artists having their originals returned by publishers, an increasing number of pages are now being made available for collectors.*

**Comic Book Postal Auctions Limited**, 40-42 Osnaburgh Street, London NW1 3ND (cat) 020 7424 0007

**Conquistador Comic Art Mail Order**, 158 Kent House Road, Beckenham, Kent BR3 1JY (wants, CoBRA, cat, cc) 020 8659 9714

## Peripherals

*Acid-free protection for comics. Backing boards, protective bags, storage boxes, etc.*

**Incognito**, 1-2 The Friars, Canterbury, Kent CT1 2AS (s-wants, CoBRA, cc) tel/fax: 01227 785898

**Just Comics**, 2 Crossmead Avenue, Greenford, Middlesex UB6 9TY (w/s only, CollectorLine™ distributor) 020 8578 1308

**Planet Warehouse (FPS)** *formerly Comics Warehouse*, PO Box 600, 8 Galliford Road, Maldon, Essex CM9 7XD (w/s, cat, cc, CoBRA) 01621 877244

## General Fantasy

*As well as comics old and new, some suppliers also provide catalogues of multi-media fantasy, covering TV, film, trading cards and toys.*

**Forbidden Planet Mail Order**, 71 New Oxford St, London WC1A 1DG (cat)020 7497 2150 (fax: 7497 2632)

**Sci-Fi Merchandise Direct (FPS)** and **Gear for Games (FPS)** Maldon, Essex CM9 4XD (cat) 01621 877222

## Manga Titles

*English language translations of Japanese comics and US titles drawn in the Japanese style.*

**Sci-Fi Unlimited**, 4 Clair Street, Lime Street, Bedford, Bedfordshire MK40 1NH (dis, wants, CoBRA, cc) tel/fax: 01234 365522

**United Publications**, 85 Croydon Road, Keston, Kent BR2 8HU (ind, back, cat, wants, cc)020 8325 9507

## Alternative & Biog

*The following carry an extensive range of biographical and slice-of-life comicbooks and graphic novels (Fantagraphics, Maus, Crumb, Pekar...)*

**Gosh! Strips by Mail**, 39 Great Russell Street, London WC1B 3PH (wants) 020 7636 1011

**Knockabout Comics**, 10 Acklam Road, London W10 5QZ (w/s, s-cat, cc) 020 8969 2945(fax: 8968 7614)

**Page 45**, 9 Market St, Nottingham NG1 6HY 0115 9508045

## Comics Auctions

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# Buffy's Faith to swap vampire slaying for comedy and pop music

## Hallmarks by Phil Hall

***Scooping hot fantasy film & TV news***

*BUFFY the Vampire Slayer*'s Eliza Dushku (Faith) continues her meteoric rise when she plays the female lead, opposite D. J. Qualls, in the comedy *The New Guy*.

Duskhu will play a cheerleader who befriends an uncool college kid who reinvents himself after going to prison. Lyle Lovett and Eddie Griffin also star. The 19-year-old actress was first noticed playing the 12-year-old daughter of Jamie Lee Curtis and Arnold Schwarzeneggar in James Cameron's *True Lies*.

Dushku was recently described as the new Christina Ricci (which – considering the actress is only seven months younger – might be damning with faint praise), but has been getting away from her dark image in the TV series and has been trying her hand at lighter roles. She recently fronted a VH-1 music marathon from a Californian beach and has been offered to front her own pop show. She is expected to return to *Buffy* during the next season for a guest appearance as Faith.

### *Buffy and Angel news*

Excitement mounts as the new seasons of *Buffy the Vampire Slayer* and *Angel* begin at the end of September.

Major developments in the two hugely successful TV series include in *Buffy* the departure of a major character in the opening six episodes, which throw the mid-season episodes off-kilter because of this. Joss Whedon is planning a "lesbian musical extravaganza" at some point in the series, but is reportedly already having problems with censors and advertisers.

Meaty roles are promised for Nick Brendan (Xander) and Anthony Stewart Head (Giles) and the relationship between Willow and Tara takes an unexpected twist.

Also the intro cast is joined by Michelle Trachtenburg (as Dawn), Emma Caulfield (Anya) and an as-yet-unannounced male cast member (believed to be one of Riley Finn's former operatives).

Over on *Angel* the second season will follow a similar path to the third season of *Buffy*, whereas the first half of the series has a running subplot that will culminate in a series finale. This is believed to be the previously mentioned major event alluded to by employees of the occult law firm Wolfram and Hart.

The cast is being increased too, with three new regulars joining. There is also a rumour that Doyle will make a comeback at some point.

It is believed the new series of shows will premiere on Sky One in the autumn, with a Christmas break before resuming in January. However, for terrestrial viewers things have already got complicated. *Angel* is now on Channel 4, while *Buffy* remains on BBC. The first season of *Angel* features three crossovers (a total of six episodes) with *Buffy*, and only two are standalone. A potentially aggravating situation for old and new fans of either series.

# 2001's Rose Red and Dreamcatcher

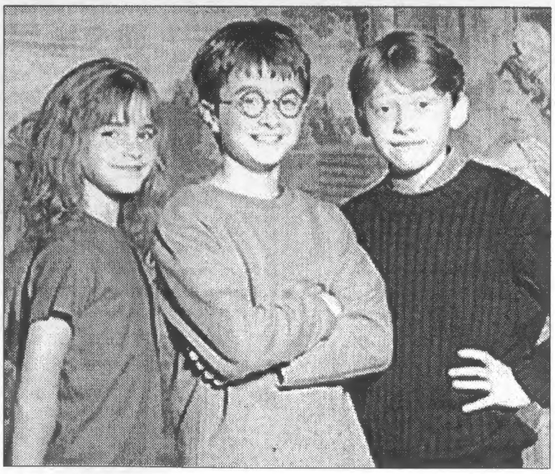
STEPHEN KING'S *Rose Red*, the six-hour miniseries expected to air in February 2002 on US TV will star Nancy Travis, Judith Ivy, Kimberly Brown, Matt Keeslar and UK actor Julian *(Warlock)* Sands.

*Rose Red* is a three-part story of a haunted mansion, awoken by an obsessed psychology professor (Travis), an autistic girl (Brown) and a team of psychics.

Co-starring are Kevin Tighe, Emily Deschanel, Yvonne Scio, Matt Ross, and Tsidii LeLoca. Craig Baxley, who directed the last King TV extravaganza, *Storm of the Century*, has also been signed up.

Castle Rock has acquired the screen rights to Stephen King's next novel, **The Dreamcatcher** with *Misery* director William Goldman set to adapt it for a summer 2001 release. Hardly one of King's most original, it tells of a quartet of friends who reunite as adults to use a strange gift they were given as children to defeat a mysterious enemy. Now this sounds suspiciously like a rewrite of **It**, King's mammoth 1989 tome about eight children who reunite as adults to face an evil from their pasts.

Meanwhile, King himself has almost completely recovered from 1999's near-fatal hit and run incident. However, in a recent BBC interview he said that because of failing eyesight he doesn't know how long he will continue writing.



11-year-old Daniel Radcliffe has been officially announced as the lead in Chris Columbus' *Harry Potter and the Sorcerer's Stone*. Additionally, Rupert Grint has signed on as Ron Weasley and Emma Watson will play Hermoine Granger. Radcliffe, no stranger to films despite his tender age, stars with Pierce Brosnan in the upcoming film *The Tailor of Panama*.

# Voyager's last season

*STAR TREK: Voyager* kicks off its final season in October in the US.

In *Unimatrix Zero, Part Two*, The Borg Queen and her new converts – Janeway, Tuvok and Torres – launch an attack on Voyager, who must turn to Korok's Klingon forces to survive. Korok is a Klingon warrior whose ship, like Voyager, is lost in the Delta Quadrant.

This final season of *Voyager* will feature a major development for Paris and Torres. Future stories include: Seven of Nine facing her mortality and the return of the Maquis in an unexpected way.

## In Brief

OSCAR-nominated actress Lena Olin *(Unbearable Lightness of Being)* and Marguerite Moreau are in negotiations to star in Warners' adaptation of Anne Rice's **Queen of the Damned**. Stuart Townend will play Lestat, and US R&B star Aaliyah will play Akasha.

PIXAR has announced its upcoming animated feature *Monsters, Inc* will have the voices of John Goodman, Billy Crystal, James Coburn, Jennifer Tilly, Bonnie Hunt and newcomer Mary Gibbs.

*Monsters, Inc*, a comedy-adventure involving an intimidating monster (Goodman) who works with his best friend and roommate (Crystal) at the largest scare factory in Monster world, and a small girl (Gibbs) who goes where no human has ever gone before.

*DINOSAUR* co-director Ralph Zondag will make his live-action directing debut with *Raised by Ghosts*, a dark comedy about a teenager who was literally raised by ghosts, who then moves in with a dysfunctional family.

*X FILES* star David Duchovny is in early talks to star in the Ivan Reitman SF comedy *Evolution*. The ensemble piece involves a fast-evolving one-celled organism which crash lands on Earth and begins to grow – sounds like *The Blob 2000!*

WILLIAM F. Nolan's first new **Logan's Run** adventure for over 20 years, entitled **Logan's Return**, is available as a purchasable download from *http://www.ebooks2go.com*

In addition to the exclusive 13,000-word SF novella, Nolan's other Logan novels: **Logan's Run, Logan's World** and **Logan's Search** are also available from the website.

ROCK music fans will be interested to learn that Alex Lifeson, lead guitarist for Canadian mega-band Rush, wrote and performed the theme music for the new series *Gene Roddenberry's Andromeda*.

Kevin Sorbo heads the cast of the show, which launched in the first week of October in the US and is expected to debut on British TV in the new year.

THE adaptation of Arthur C. Clarke's **Rendezvous With Rama** is now in active development, with Scott Brick recently having written a new script. Morgan Freeman will produce and star.

*FRASIER's* Kelsey Grammer has signed a deal to create comedy strips for Mediatrip.com, beginning with **Gart the Rat**, a series about a 6-foot tall rat lawyer and the exterminator who tries to kill him every week.

13 episodes of **Gary**, for which Grammer supplies the lead voice, have already been completed. To view details go to: www.mediatrip.com

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# Events

*A summary of all the events advertised this issue*

## September

23/9 **Manchester:** Comic Mart & Card Show, Sachas Hotel, Tib Street .............. (p22)
24/9 **Cardiff:** Comic, Card & Sci-Fi Mart with special guest, Angel Hotel, Cardiff (p59)
24/9 **Croydon:** Sci-Fi, Comic & Beanie Fair, Fairfield Halls, Barclay Road .......... (p60)
24/9 **Liverpool:** Comic Mart & Card Show, Gladstone Hotel, Lord Nelson Street (p22)
30/9 **Sheffield:** Comic Mart & Card Show, Main Hall, Sheffield Hallam University (p22)

## October

1/10 **London:** The National Comicbook Marketplace and Card Mart, The Royal National Hotel, Bedford Way .............. (p74)
1/10 **Reading:** Sci-Fi, Comic & Beanie Fair, Rivermead Leisure Centre .............. (p60)
7/10 **Birmingham:** Comic Mart & Card Show, Church Centre, Carrs Lane ......... (p22)
7/10 **Newport:** Comic, Card & Sci-Fi Mart, Provision Market Gallery, High St .... (p59)
8/10 **Cheshunt:** Sci-Fi, Film & Comic Fair, Grundy Park Leisure Centre ............. (p60)
14-15/10 **London:** Memorabilia '00, Sandown Park, Surrey .............. (p18)
14/10 **Newcastle:** Comic Mart & Card Show, University of Northumbria ............. (p22)
14/10 **Nottingham:** Comic Mart & Card Show, Victoria Leisure Centre ................ (p22)
22/10 **Bristol:** Comic, Card & Sc-Fi Mart, Holiday Inn, Victoria Street .................. (p59)
22/10 **Watford:** Sci-Fi, Trading Card & Collectors Event with special guests, Watford Leisure Centre, Horseshoe Lane, Garston .............. (p53)
28/10 **Birmingham:** Comic, Card & Sci-Fi Collector's Mart with special guests, Irish Centre, High Street Deritend, Digbeth .............. (p42)
28/10 **Leeds:** Comic Mart & Card Show, Leeds Metropolitan University, Brunswick Hall, Merrion Way .............. (p22)
29/10 **London:** Card Mart, Camden Centre, Bidborough Street .............. (p41)
29/10 **London:** Comic, Card & Related Mart, The TUC Congress Centre ............. (p75)
29/10 **Milton Keynes:** Sci-Fi, Comic & Beanie Fair, Stantonbury Leisure Centre (p60)

## November

4/11 **Birmingham:** Comic Mart & Card Show, Church Centre, Carrs Lane ......... (p22)
4/11 **Glasgow:** Scottish Comic, Card & Collectables Fair, James Moir Hall (Mitchell Theatre) Granville Street .............. (p42)
5/11 **Cardiff:** Comic, Card & Sci-Fi Mart with special guest, Angel Hotel, Westgate St . (p59)
5/11 **Chelmsford:** Sci-Fi, Comic & Beanie Fair, Riverside Ice & Leisure Centre . (p60)
5/11 **London:** Comicbook Marketplace, Camden Centre, Bidborough Street ...... (p41)
11/11 **Sheffield:** Comic Mart & Card Show, Main Hall, Sheffield Hallam University (p22)
12/11 **Basildon:** Sci-Fi, Trading Card & Collectors Event with special guests, Basildon Sports Centre, Nethermayne, Essex .............. (p53)
12/11 **Reading:** Sci-Fi, Comic & Beanie Fair, Rivermead Leisure Centre .............. (p60)
18/11 **Hull:** Comic Mart & Card Show, Comfort Firendly Inn, Anlaby Road ........... (p22)
18/11 **Manchester:** Comic Mart & Card Show, Sachas Hotel, Tib Street ............... (p22)
19/11 **Basildon:** Jedicon UK Part 2, Star Wars event, Post House Hotel .............. (p53)
19/11 **Croydon:** Sci-Fi, Comic & Beanie Fair, Fairfield Halls, Barclay Road .......... (p60)
19/11 **Liverpool:** Comic Mart & Card Show, Gladstone Hotel, Lord Nelson Street (p22)

## December

2/12 **Newcastle:** Comic Mart & Card Show, University of Northumbria .............. (p22)
3/12 **Cheshunt:** Sci-Fi, Film & Comic Fair, Grundy Park Leisure Centre ............ (p60)
3/12 **Basildon:** Licenced to Thrill, James Bond event, Post House Hotel ........... (p53)
3/12 **London:** The National Comicbook Marketplace and Card Mart, The Royal National Hotel, Bedford Way .............. (p74)
9/12 **London:** Comic & Sci-Fi Mart, Kings College, Stamford Street, Waterloo ... (p31)
9/12 **Leeds:** Comic Mart & Card Show, Leeds Metropolitan University, Brunswick Hall, Merrion Way .............. (p22)
10/12 **Bristol:** Comic, Card & Sc-Fi Mart, Holiday Inn, Victoria Street ................... (p59)
10/12 **Watford:** Sci-Fi, Trading Card & Collectors Event with special guests, Watford Leisure Centre, Horseshoe Lane, Garston .............. (p53)
16/12 **Nottingham:** Comic Mart & Card Show, Victoria Leisure Centre ................. (p22)
17/12 **Cardiff:** Comic, Card & Sci-Fi Mart, Angel Hotel, Westgate Street .............. (p59)

## January

7/1 **London:** Comicbook Marketplace, Camden Centre, Bidborough Street ...... (p74)
14/1 **London:** Card Mart, Camden Centre, Bidborough Street .............. (p41)

## February

4/2 **London:** The National Comicbook Marketplace and Card Mart, The Royal National Hotel, Bedford Way .............. (p74)

*Please note: the above listing of UK comics, trading card and related events is free to Comics International display advertisers only.*

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